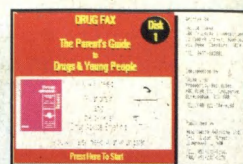


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# amiga

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INTERNATIONAL

*The Best Amiga Magazine.*

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APRIL 1993

## FRACTUALITY

Brilliantly Simple, Simply Brilliant

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**EXCLUSIVE  
REPORT!**



**THIS  
COULD BE  
YOUR  
FUTURE!**

The Latest  
Amiga Developments  
**ORLANDO**  
DevCon '93

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**SUPERDISK 22**

Disk 99% full Uncrunches to 1.3Mb!  
Latest version of this music  
making classic!  
**ProTracker**  
**HAM and HAM8 Pictures**  
See the difference in quality with the new format!  
**HamLabPlus** Great image processing  
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**About Clock** The clock with a difference!



**Plus:**  
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SetPrefs and  
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1MB RAM REQUIRED. 83% 1.3, 94% 2.0, 98% 3.0 Compatible

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**No Disk?**  
**Ask Your Newsagent!**  
**Or see the Superdisk**  
**page 8 in this issue.**

**Win a trip to Paris! Plus Start Your Own Airline!**



# WE PUT YOUR PIECES TOGETHER

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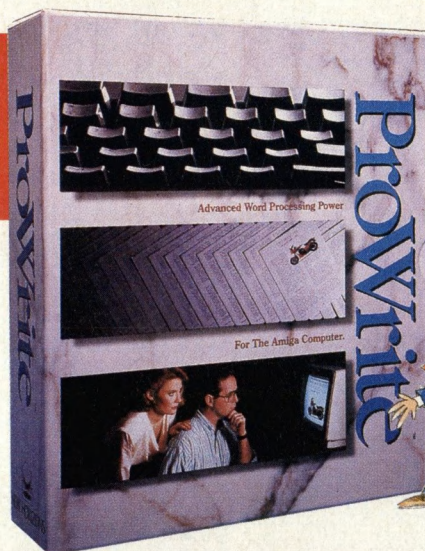
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The First and Best UK Amiga Magazine

## Who Does What

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## ...And What They Used

Amiga Centre Scotland's Harlequin graphics card and VLab, Arnor's Protext, ASDG's Art Department Professional, Cygnus Ed and MorphPlus, Canon's BJ-20 Bubblejet, Commodore's Amiga A3000, A2000, A1200 and A500, Consultron's CrossDOS, Electronic Art's Deluxe Paint IV, Fujitsu's 550MB hard disk, GVP's IV-24 and A530 Turbo, Innovatronic's CanDo and Directory Opus, JCL's ColourPic Plus and Cabaret, John Veldhuis's Virus Checker, JVC's HR-D980 Video Recorder, Micro-System's Scribble!, OpalTech's OpalVision, Sony's CCD-V600 Camcorder, Tecsoft's TVPaint, 32 Bit RAM from First Choice Computers.

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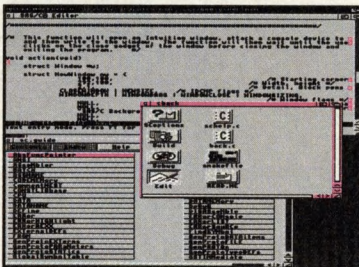
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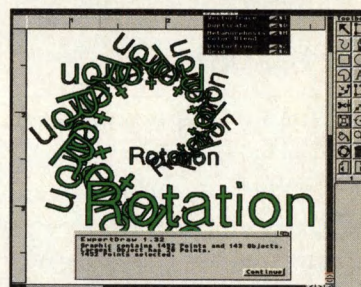


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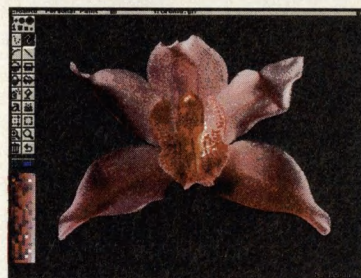
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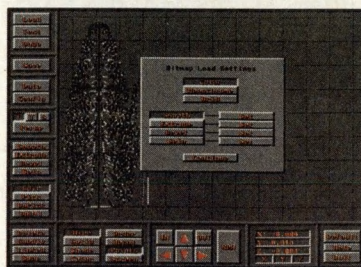
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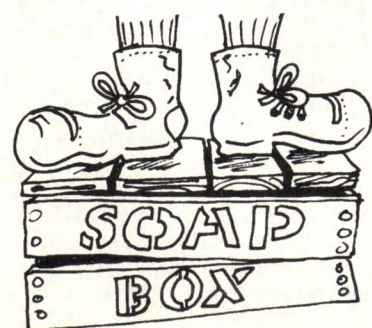
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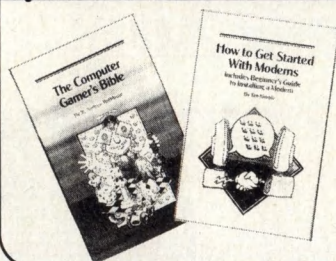
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This AUI may well contain the most complete information on the future of the Amiga that has ever been published in this - or any other - Amiga magazine. That is because we have a report from the Amiga Developers Conference in Orlando, Florida which reveals a whole host of Commodore's plans. We are not blowing any secrets that are supposed to be hidden though. Commodore, as can be seen from Mike Nelson's excellently informative report are now carrying out the policy which began last September in Pasadena. That policy was, perhaps for the first time in CBM's history, to reveal as much as was commonsensibly useful about their intentions for future hardware and software for the Amiga.

That policy is not just a question of satisfying your and my curiosity but intended to give those who need to know, particularly the Developers, plenty of advance notice of how to make their products properly fit with the standards and potential of the future Amigas and their operating systems.

Though some of what Mike Nelson reports may seem likely to put the fear of God up those who have present configuration Amigas, it really shouldn't. Many of the plans are for one, two or even three years ahead. Would you wait that long to upgrade your machine just because Commodore have announced their intention to provide even hotter machines? For even if Commodore announce something it doesn't always mean that it will come to pass. All of us remember reading of computing delights just round the corner only to find that they never appear.

However, what Commodore have revealed with their more open policy is the general direction of their plans. That is more significant than actual details for the years ahead which could clearly change. It's no surprise that they intend to major on video and multimedia - those are the Amiga's obvious strong points. But it is extremely interesting to learn how they intend to do it.

Nevertheless, not all the interesting news is coming out of the Floridan, orange-juice soaked sunshine. A little has reached us from the cloudy, dull and chilly U.K. Stories of a new Amiga have come to our attention from reliable sources but not confirmed by Commodore. It concerns a portable Amiga. Yes, that mythical beast has apparently really happened in the UK. It was a specially constructed one-off. Put into a PC laptop case (slightly bigger than A4) was a 1200 motherboard. It was given a colour VGA screen (640 x 480) with an external power supply and nice little 80 Mg hard drive.

It took some bright technicians, who had been commissioned to create it, just a few days to put it together. The proud new owner rushed in and carried it off straightaway. (No, it wasn't Mike Nelson to use on planes!).

You want one? So do I! But it's price of £6000 is a bit rich for my pocket. And possibly yours too? It's a pity that Mike Nelson's Orlando report contains only the vaguest hint of a future portable Amiga. £6000? Never mind we can dream, can't we?

Antony Jacobson  
Managing Editor



# ai SuperDisk

**It's that great**

**bubbling new**

**things to do time with the AUI**

**SuperDisk. Aitor Ibarra helps you along.**

**H**ello, and welcome to the twenty second Amiga User International SuperDisk! This month's disk has been crunched so that we could cram 1.3 megabytes of data onto one 880K disk. You won't be able to use anything on the disk until you decrunch it. Don't panic, it's as easy as falling off a log!

First, you'll need some formatted blank disks, or space on your hard drive (if you have one). You don't have to decrunch everything but if you do, I recommend having three blank disks ready.

Formatting disks is easy. Boot up from your usual Workbench disk, then put the disk you want to format into a drive. Click on its icon, and select 'Initialize' (on Workbench 1.3) or 'Format Disk' (Workbench 2 and above).

When you've formatted all the disks you need, it's a good idea to copy the AUI SuperDisk, so that you don't run the risk of damaging the original by accident. (You should do this for all your programs!)

To do this, put the AUI disk into a drive and select 'Duplicate' (on Workbench 1.3) or 'Copy' (on Workbench 2 and above). You'll need another blank disk, although you won't need to format it first. The

new disk will be called 'copy\_of\_AUI\_22' - you should rename it to 'AUI\_22' (use the 'Rename' menu option) and write-protect the disk by sliding the plastic tab on the underside of the disk so that it uncovers the hole. Now you're ready to go!

## uncrunching

The procedure for uncrunching the programs is very simple and identical for each program. Just open up the drawer on the AUI disk in which the program is stored (double

won't see the uncrunched files. On Workbench 2.0 or above, select the Update option from the menu; on Workbench 1.3 you have to close the window and then reopen it by double clicking on the drawer or disk icon from which it was opened.

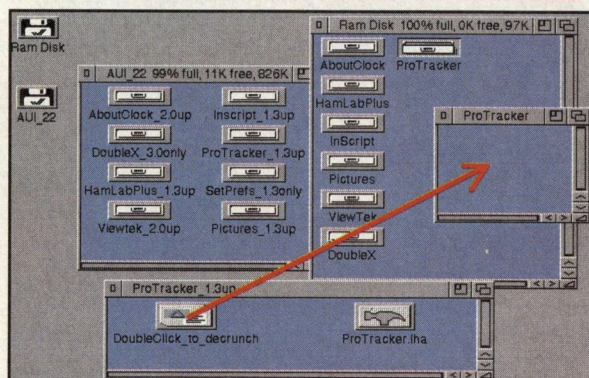
One way to alleviate the disk-swapping problem is to decrunch to the Ram disk. Just open up the Ram Disk and go through the same decrunching procedure. Then move all the decrunched files over to the disk you have ready. This is also a good way to 'test drive' the programs before putting them onto a disk, but you may run out of memory if you only have 1Mb or Ram.

When decrunching several programs on to one disk, it's best to give each of them their own drawer. This is easily done under Workbench 2.0 and above, simply use the New Drawer menu option. Under Workbench 1.3, it's best to boot

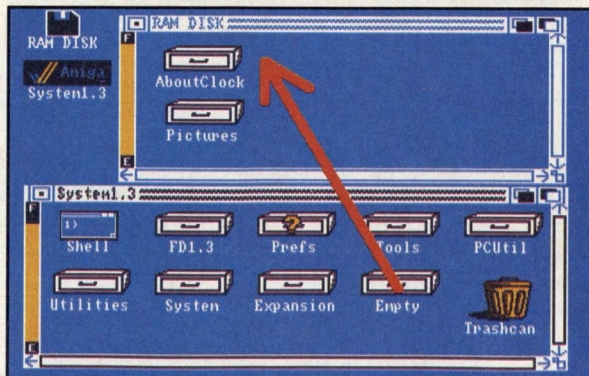
using your usual Workbench disk and create drawers by copying the one called Empty on the Workbench disk and then renaming it. An alternative way is to copy the whole drawer containing the crunched programs onto your disk, decrunching and then deleting the 'Double Click\_to\_decrunch' file, and the file with the name ending with '.Lha' from YOUR disk, NOT the AUI disk.

## For Techies

Everything is crunched with Lha. You can decrunch from the Shell with 'Lha x' followed by the name of the file and its destination.



Put 'DoubleClick\_to\_decrunch' into the drawer you have created for the program you want to decrunch (in this case ProTracker)...



On 1.3, life is a bit more complicated; copy the 'Empty' drawer from your workbench disk, and then rename it.

## about clock

This is a clock with a difference! The difference being that the time is displayed in English words not the usual numerals i.e. 'It's just gone five'. This was written and submitted

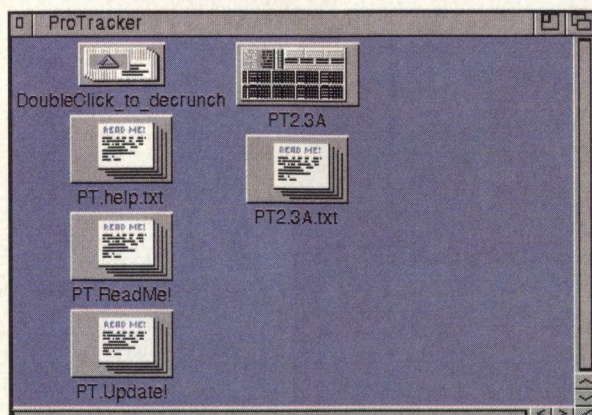
by Stuart Davis and was coded in Hisoft Pascal.

**Location:** AboutClock\_2.0up

**Requires Kickstart/Workbench 2.04 or greater.**  
(Ah, well...)



# rdDisk22



Double Click on 'DoubleClick\_to\_decrunch' and after decrunching finishes, select 'Update' from the Workbench menu (on 2.0 or greater), or close and reopen the drawer (on 1.3.) You can now delete the 'DoubleClick\_to\_decrunch' icon as it has done its job. ProTracker is now ready to run! (Just double click on 'PT2.3A'.)

## double x

The latest utility from Steve Tibbet, of Virus X fame. DoubleX is for AGA machines only, and will only run from the CLI. It goes some way toward curing the problem of interlaced screens being displayed in the old flickery mode rather than the new flicker-free modes, and catches screens that Mode Promotion doesn't.

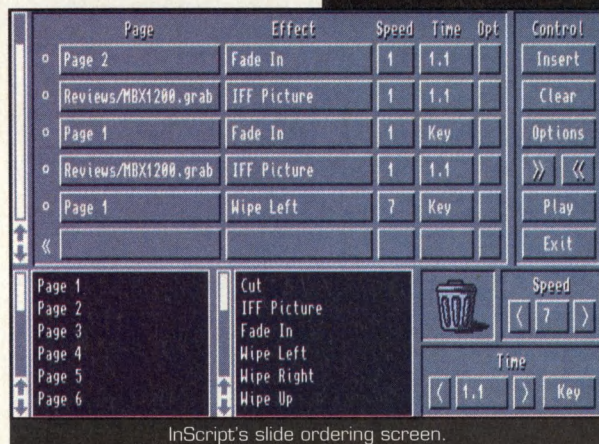
**Location:** DoubleX\_3.0only

**Requires Kickstart/Workbench 3.0 or greater (!?)**

## inscript

### In Script - Great Pd Titler!

This is a surprisingly good PD video utility, which is very useful for video titling and slideshows. It can use both standard Amiga bitmapped fonts and the scaleable Compugraphic variety (with Workbench 2.0 above) and apply styles such as shadow and outline to the text. IFF pictures can be imported, and various transition effects are



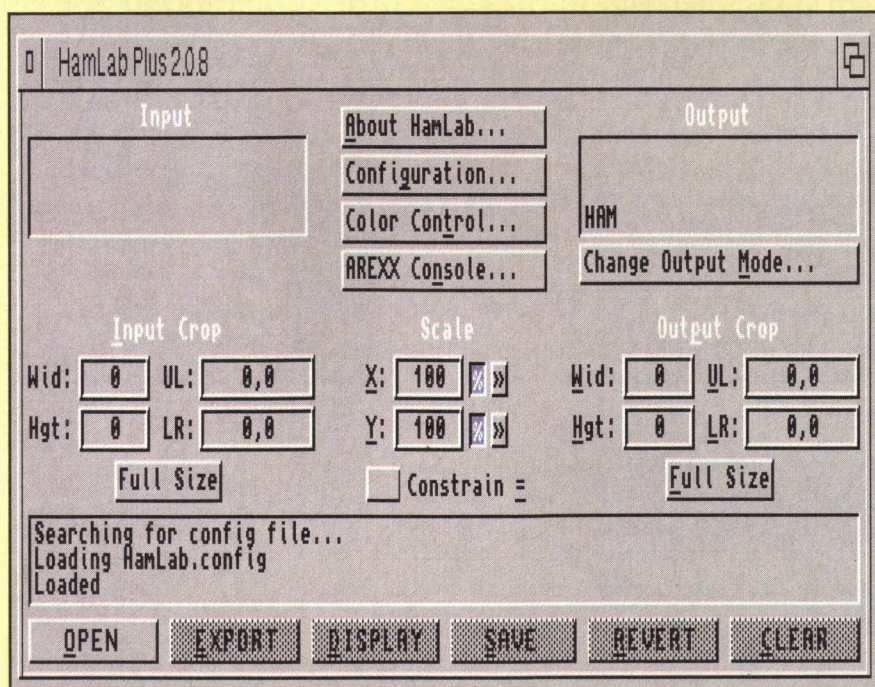
InScript's slide ordering screen.

available for use in between slides. The user interface takes a bit of getting use to but works very well. This is no Scala but for the meagre cost of AU1 what are you complaining about? Full instructions are on the disk.

**Location:** InScript\_1.3up

**Requires Kickstart/Workbench 1.3 or greater. Enhanced for 2.0 and up.**

## ham lab plus



A powerful image conversion/manipulation utility. It makes an interesting rival to Rend24. It can read 24bit IFFs, and JPEG images too, and allows you to alter gamma levels and so on. The present version won't display pictures using the AGA modes, but it still a very competent application. It requires that the PIPE: device be installed (this is on the standard Workbench disk) and, under Workbench 1.3, that the Arp.library be in your libs: drawer. I have included Arp.library in the libs: drawer of the AU1 SuperDisk; to copy it, the simplest way is to boot up from your Workbench disk, open a Shell and type 'copy AU1\_22:libs/arp.library to sys:libs'. Full instructions are on the disk.

**Location:** HamLabPlus\_1.3up

**Requires Kickstart/Workbench 1.3 or greater.**

**Requires PIPE: device and Arp.library.**



See the difference between HAM and HAM8! All you 1200

owners can show off about the graphical edge your machine has over older Amigas. Less fortunate Amiga users can still view the HAM picture, and those lucky enough to own a 24bit graphics board can view the HAM8 picture via Art Department Professional or similar.

### pictures

**Location:** Pictures\_1.3up  
**Requires** Kickstart/Workbench 1.3 or greater and a program capable of displaying a



HAM picture (e.g. DPaint IV or even the HamLabPlus utility on this disk.) HAM8 picture requires AGA machine (1200/4000) or a 24bit board with appropriate software.

### setprefs

A CLI utility allowing you to choose from several sets of preferences. You just save the preference file (Devs:system-configuration) under a different name, and then use SetPrefs <preference filename> to use it. It does run under 2.0, but as 2.0 provides a simple preset facility anyway, and adds preferences not used under 1.3, it's not really of great use. For that reason I've defined it as 1.3 compatible only. The world, as we know, is still full of unregenerate - sorry, unupgraded - Amigas. They deserve something of their very own.

**Location:** SetPrefs\_1.3 only  
**Requires** Kickstart/Workbench 1.3 - not suitable for 2.0 above.

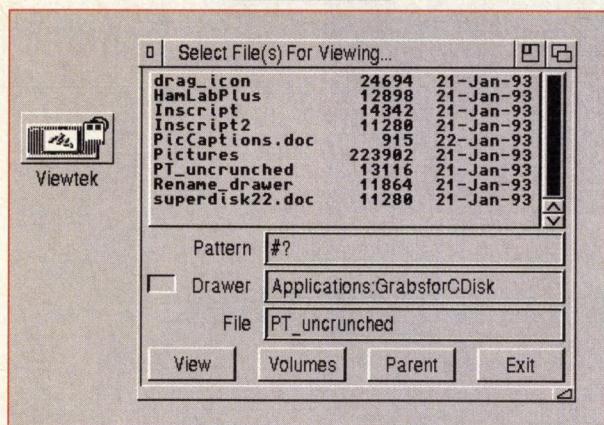
### protracker

This is the latest version of the classic music making utility. 'Tracker' programs are responsible for all those monotonous, near-identical tracks on the PD/Demo circuit, but occasionally somebody does something original. In the right hands it's a powerful program; blaming it for the quality of the music would be a bit like blaming your television for Jeremy Beadle! Again, see the disk for instructions. We may well include some sound modules on a future SuperDisk.

**Location:** ProTracker\_1.3up

**Requires** Kickstart/Workbench 1.3 or greater.

### viewtek

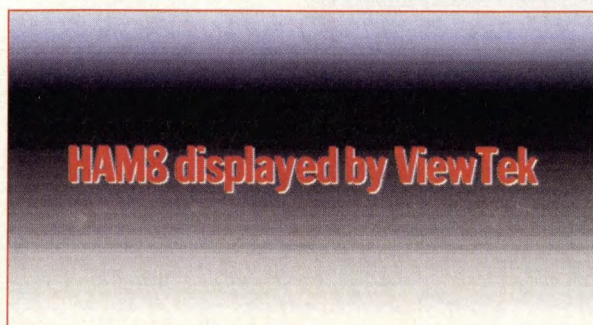


ViewTek's icon and file requester (under 3.0).

A handy picture/animation viewer for Workbench 2.0 (and above) users. It is much better than Commodore's 'Display' - it has an option to create an Applcon onto which you can drop picture files to be automatically displayed. On 3.0 machines it can display in the new AGA modes such as HAM8, and it can read JPEG and GIF files too. Also supplied is a version which displays on the GVP IV24 24bit graphics card.

**Location:** ViewTek\_2.0up  
**Requires** Kickstart/Workbench 2.0 or above - enhanced for 3.0/AGA.

A picture being displayed by ViewTek.



### read the instructions!

If you get stuck with a program you will probably find the answer somewhere in the documentation. That's why it is best to read the official documentation that comes with the programs on the Coverdisk. Unless you have PPMore on your Workbench disk, you may not be able to read the documentation files unless you boot from the AUI disk. Alternatively, if you have the 'More' utility (it comes as standard on Workbench) you can change the default tool of each documentation file to 'More' instead of 'PPMore'. Do this via the Workbench 'Info' or 'Information' option. If you want to print out the text files, boot from your favoured word processor disk and load in the text files from there. Or, if your handy with the CLI, copy the file to par: (if your printer is connected the parallel port) or to ser: (if your printer is connected the serial port).

*By the way, if you get really stuck with the Coverdisk then please write in to AUI, not phone! Better still, as we always inform you if there have been any problems on previous disks, try to hang on until next month to see if the answer is there. Thank you. Have fun!*

### compatibility

All the programs should work with the versions of Workbench stated. Each drawer has a suffix indicating which version(s) the program should work on - e.g. '\_1.3up' should work with all systems running Workbench 1.3 and above.

If you are unsure as to which version of Workbench you are running, here is a guide to the usual configurations:

A500 - Workbench 1.3  
A500Plus - Workbench 2.04  
A600 - Workbench 2.05  
A1200 - Workbench 3.0  
A1500 (pre 1992) - Workbench 1.3  
A1500 - Workbench 2.04  
A2000 - Workbench 1.3  
A3000 - Workbench 2.04  
A4000 - Workbench 3.0  
CDTV - Workbench 1.3

All the programs should be fine with accelerated Amigas.

Please upgrade to 2.0 if you can, it will really improve the relations between you and your Amiga!

### burning chrome bbs

Thanks to Simon Gardner who helped us to obtain most of the programs used on this month's disk. If you have a modem you can contact Simon's BBS on 0428 727060 (19.2K HST DS+ V32bis). This is not a voice or a DateLine number, it's for modems only! (Although Simon wouldn't refuse a date from a respectable young lady. Any offers for him?)

### faulty disk?

In the event that your AUI Coverdisk fails to load (because of a read/write error etc), please return it to the following address for a free replacement. Allow 28 days for delivery.

AUI Faulty Disks, PC Wise, Dowlais Top Business Park, Dowlais, Merthyr Tydfil, Mid Glam, CF48 2YY.

Don't forget to include your name and full postal address in BLOCK capitals.

### reader's contributions

We are always looking for new and original programs to put on our coverdisk. If you would like to see your name and program feature in AUI then please contact AUI at the address given in the front of the magazine. Alternatively, give us a call if you think we would be interested in your program (071 388 3171). The shorter the better, under 100k including any libraries - unless it's brilliant! AMOS programs are welcomed. The address is on Page 4.

### no disk?

The world is full of unscrupulous people. The world is full of idiots and nutters. You pays your money and you takes your choice of whether you believe in the conspiracy or the cock up theory of history - or life today. Whichever you choose, AUI may confirm it and arrive without a disk on. DON'T BLAME US! We want everyone to have a disk and go to a considerable amount of trouble to ensure it happens.

But we can't stop the unscrupulous ones or even the others from causing you bother by failing to deliver to you a virginal mag with disk intact. So if you have that problem - that AUI arrives diskless - we have a solution for you. Send us an international money order for £1 and we will send you the disk. Anywhere in the world.

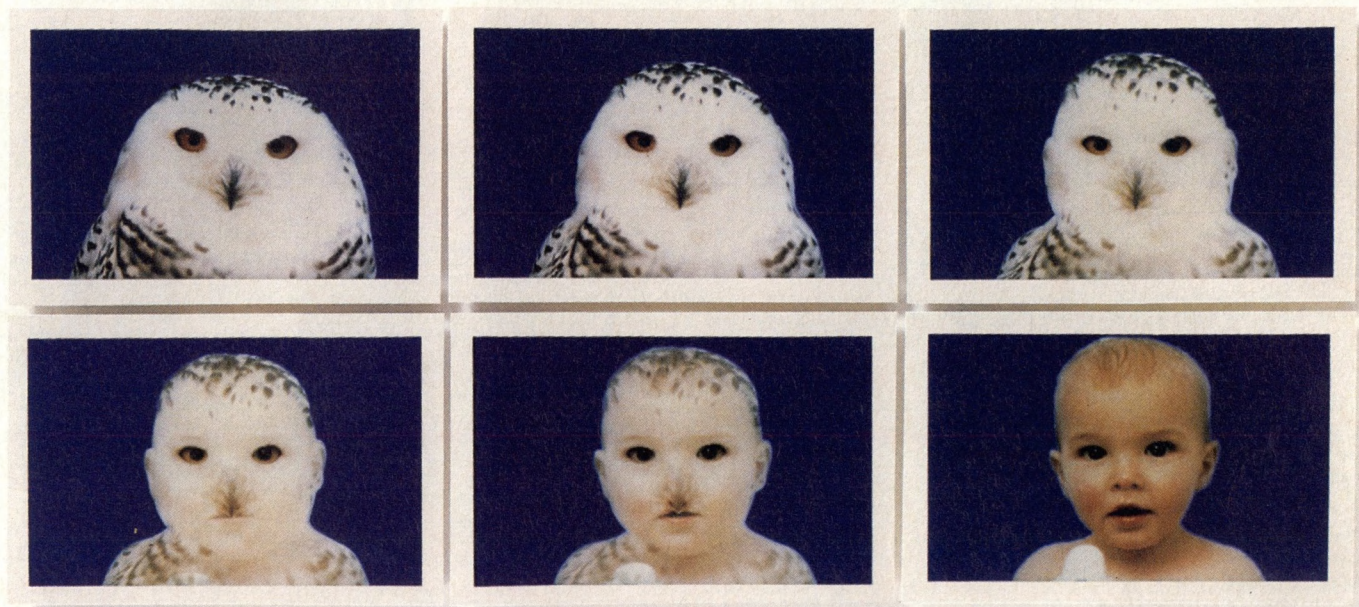
Send your request to: Sajid the The Disk Saviour, Amiga User International Magazine, HHL Publishing, Greater London House, Hampstead Road, London NW1 7QQ.

Now that's not for damaged disks - see above - only for missing ones. And don't blame us for the post, either. Sajid will send them as as quickly as he can.



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- IVS Trumpcard 42MB HD 279.99
- 2MB Burst RAM for above 179.99

## HARD DRIVES/ACCELERATORS A1500/2000/3000

- GVP HC8/11 40MB 278.99
- G Force 030 50MHz 4MB 998.99
- GVP HC8/11 80MB 318.99
- G Force 040 33MHz 2MB 1398.99
- GVP HC8/11 120MB 388.99
- Prog Zeus 040 28MHz 4MB 1739.99
- GVP HC8/11 213MB 546.99
- Prog Mercury 040 28MHz (3000) 1349.99
- G Force 030 25MHz 1MB 478.99
- Sysquest removable HD 88MB 658.99
- G Force 030 40MHz 4MB 779.99
- Extra 2MB fitted to any above 62.99

## EXPANSION

- A500 512k Ram Exp+Clock 19.90
- A1200 32 bit 2MB exp POA
- A500+ 1MB exp 29.99
- A1200 32 bit 4MB+68881 279.00
- A500+ 2MB, exp. to 8MB 149.99
- A1200 32 bit 4MB+68882 349.00
- CBM 2.04 upgrade kit 74.99
- A1200 32 bit 8MB+68882 549.00
- A600 1MB exp (chip) 41.99
- A500 Rom Sharer 1.3 39.95
- A600/1200 2MB exp (fast) 117.99
- A500 Rom Sharer 2.04 38.95
- A600/1200 4MB exp (fast) 179.99
- A600 Rom Sharer + 1.3 49.95

Chip fitting and board upgrade available, by our qualified engineers or DIY kit POA

## 2YR WARRANTY PRINTERS WITH CITIZEN

- | ALONE                        | WITH STARTER PACK             | ALONE | WITH STARTER PACK |
|------------------------------|-------------------------------|-------|-------------------|
| Citizen 120-D 108.99         | HP Deskjet 500 334.99         |       |                   |
| Star LC20 116.99             | HP Deskjet col 424.99         |       |                   |
| Star LC 100 9 pin col 156.99 | HP Deskjet 550C 544.99        |       |                   |
| Citizen Swift 91 col 163.49  | HP Deskjet Portable 339.99    |       |                   |
| Star LC200 col 174.99        | HP Paintjet 639.99            |       |                   |
| Star LC 24-20 183.49         | BJ10ex Bubblejet port. 204.99 |       |                   |
| Star LC 24-200 209.99        | BJ 20 304.99                  |       |                   |
| Star LC 24-200 col 248.49    | BJ 200 329.99                 |       |                   |
| Citizen 1240 176.99          | BJ 300 A3 469.99              |       |                   |
| Epson LQ 100 189.99          | BJ 300 338.99                 |       |                   |
| Citizen S200 24 179.99       | Star SJ 48 198.99             |       |                   |
| Citizen S240 24 col 194.99   | OKI 400 laser 449.00          |       |                   |
| Citizen S240 24 col 259.99   | OKI 410 + 649.99              |       |                   |
| Citizen S24x col 296.99      | HP Laserjet 11P + 649.99      |       |                   |
|                              | QMS Ink Jet col A4 4999.95    |       |                   |

\*Turbo Print Pro driver/util s/w highly recommended ADD £39.55

STARTER PACK: 500 Sheets A4 or continuous paper, Amiga to printer lead, Universal Printer Stand & Driver \* with Print Manager

## 24 BIT

- A Video 24 with TV Paint for 500 588.90
- Image Master 105.99
- Art Dept. Pro 2.1A 129.99
- Opal Vision 24 bit board + Opal Paint, Opal Presents, Karate 24 bit s/w 629.99
- DCTV 403.99
- Firecracker POA
- GVP IV + VIU-S 1389.99
- Rembrandt 24 bit board 2489.99
- GVP IV + VIU-CT 1759.99
- V Lab 24 bit real time digitiser 289.99
- Harlequin 4000 24 bit card POA
- V Lab 1200/4000 324.99

## SOFTWARE

- | GRAPHICS/CAD             | EDUCATIONAL                         | UTILITIES/LANGUAGES              | MUSIC                 |
|--------------------------|-------------------------------------|----------------------------------|-----------------------|
| Aladin 4D 213.99         | Any Fun School 3 or 4 14.99         | AMAX II Plus 249.99              | AD 10 12 Studio 16    |
| AmigaVision 44.50        | Any ADI 17.50                       | Amos 3D 21.49                    | Sampler 349.95        |
| Deluxe PaintIV 53.99     | Merlin's Maths 16.99                | Amos 3D 21.49                    | Audio Engineer        |
| Deluxe Paint AGA 68.99   | Paint & Create 16.99                | Amos Creator 30.95               | Plus 2 Sampler 149.49 |
| Essence 34.99            | Spelling Fair 16.99                 | Amos Compiler 19.49              | Audio Master 4 44.49  |
| Expert Draw 48.99        | See also software packs             | Amos Prof. 44.50                 | Bars & Pipes          |
| Gallery 39.49            | UTILITIES/LANGUAGES                 | Easy Amos 22.49                  | Pro 1.0E 162.99       |
| Imagine v2 109.49        | TV Text Pro 68.99                   | Cross Dos v5 27.75               | GVP DSS 38.99         |
| Prodraw 4 AGA POA        | Video Director 106.99               | Directory Opus 4 49.49           | Mid Interface 19.95   |
| Real 3D                  | Video Master 48.99                  | Disk Master II 43.75             | Rombo Megamix 23.99   |
| Turbo Pro 1.4 229.50     | Mini Office 39.49                   | GFA Basic 17.99                  |                       |
| Scala 500 64.49          | Pagestream 2.2 143.99               | Lattice C 6 219.99               |                       |
| Scala MM200 434.99       | Pagesetter II 42.49                 | Quarter back 30.50               |                       |
| Scala Pro 1.13 173.50    | Pen Pal 1.4 52.50                   | Quarter back Tools 44.99         |                       |
| Sculpt Anim 4D 198.99    | Personal Finance Manager Plus 31.99 | Xcopy Pro 34.95                  |                       |
| Spectra Colour 57.99     | Pro. Page 4 AGA POA                 | Application Arena Accounts 89.50 |                       |
| X CAD 2000 89.50         | Saxon Publisher 177.95              | Excurrence 33.99                 |                       |
| X CAD 3000 205.99        | Superbase Pro 4 148.99              |                                  |                       |
| VIDEO PRODUCTION/TITLING | Wordsworth V2 73.99                 |                                  |                       |
| Adorage 59.49            | Works Platinum 38.99                |                                  |                       |
| AmigaVision 39.90        |                                     |                                  |                       |
| Broadcast                |                                     |                                  |                       |
| Triller II 148.99        |                                     |                                  |                       |
| Deluxe Photolab 51.49    |                                     |                                  |                       |
| Morph+ 128.99            |                                     |                                  |                       |
| Pro Video Plus 137.99    |                                     |                                  |                       |
| TV Show Pro 51.39        |                                     |                                  |                       |

## ORDERING:

TELESALES NO: (0727) 856005

Same day despatch for Switch or credit card orders placed before 5pm subject to availability. Alternatively send cheque, postal order, bankers draft or official order (PLCs, Education and Government bodies only) to: Dept. AUI, Hobbyte Computer Centre, 10 Market Place, St. Albans, Herts AL3 5DG. Please allow 7 working days for cheque clearance. Subject to availability, despatch is normally within 24 hours of receipt of cleared payment. Prices are correct at time of going to press, however, we are sometimes forced to change them, either up or down. Please check before ordering. Additional services and different packages may be offered in our showrooms, and prices may vary from Mail Order prices. Personal callers are asked to quote this ad to ensure Mail Order packages are offered.

## DELIVERY CHARGES: UK MAINLAND (NOT HIGHLANDS)

- Small consumables & software items
- Dispatched by post, please check charges when ordering
- Other items, except lasers
- Next day courier service, £10 per box
- Offshore and Highlands
- Please enquire
- IN ADDITION WE OFFER THE FOLLOWING EXPRESS SERVICES:
- Saturday deliveries
- Normal rate plus £15 + VAT per box
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- Normal rate plus £8 + VAT per box

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Credit terms at 34.8% APR (variable) can be arranged for purchases over £150, subject to status. Competitive leasing schemes are also available for businesses, including sale traders and partnerships. Just telephone for written details and application form.

Amiga prices, except where stated are inc. VAT, E.&O.E.

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NOTE see warning across

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In-store Technology

Pro-Midi Interfac

Compiled and edited  
by Anthony Mael and  
Martin Witton



## SILICA Cuts CARTOONS

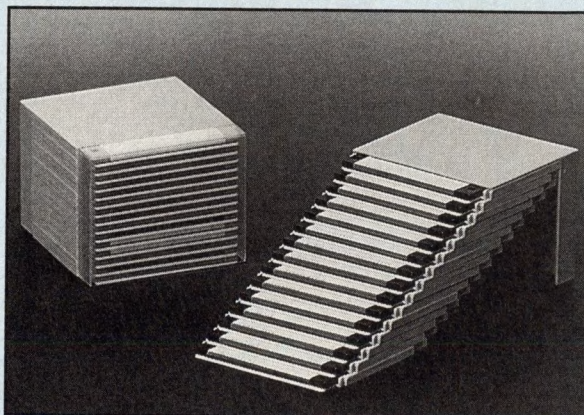
*Silica are offering the Amiga 500 Plus Cartoon Classics pack which includes three programs and Silica's ZOOL pack for £249 - which is a lot lower than the price at which it came out.. The pack, including Deluxe Paint III, Lemmings and Captain Planet features Kickstart version 2.04. The pack comes with full warranty and support.*

*Now why, we hear you cry, should anyone want to buy an A500 pack when the 1200 is out? The answer, my friend, is blowing in the wind of progress. YOU as an Amiga user of experience may need the most updated version of everything including things that haven't even come out yet, but if you were young enough to be just starting out, an A500 would still be a terrific machine to cut your teeth on. And at £249... For a teethcutting Amiga ...*

*Contact: Silica Systems, 1-4, The Mews, Hatherley Road, Sidcup. Kent, DA14 4DX. Tel: 081 309 1111.*

The Officedata Micro 15 storage cube holds up to (yes, you've guessed it) 15 3 1/2" diskettes in an unusual design. The cube opens rather like a staircase and costs £19.95 for a pack of six.

Action Computer Supplies also have on offer The Officedata Datafile 10 is a more conventional box holding up to 10 3 1/2" diskettes. It is offered from Action at £22.95 for a pack of 8 boxes.



What's special about the number 15?

## DISKETTE STORAGE

**Contact: Action Computer Supplies, Alperton House., Bridgewater Road, Wembley, Middlesex HA0 1EH. Tel: 0800 333 333.**

## ARCHITECT

Chartscreen - where have they been for so long? - have brought out The Architect. No, they aren't getting into the slave market.

Their Resolution Series is based on the Advanced Micro Devices' Quad Pixel Data Manager Graphics Processor. This is suitable to support Computer Aided Design, DTP, Mapping, simulation and other similar tasks which need very high resolution and drawing performance.

The Architect provides a flicker free image with a high resolution of 1280 x 1024 pixels, non-interlaced. This can be upgraded to 1600 x 1280 pixels, non-interlaced for specific requirements and project applications where increased resolution is necessary.

A minimum of Video memory is provided in the Resolution series. This is increased to 4MB of Video memory for the Architect-256. In addition two Input/Output ports can be fitted.

Available for the A2000/3000 The Architect is supplied with a software library. (What do you want for your birthday, dear? I'd like The Architect. Not likely, we had enough trouble with you and that builder..)

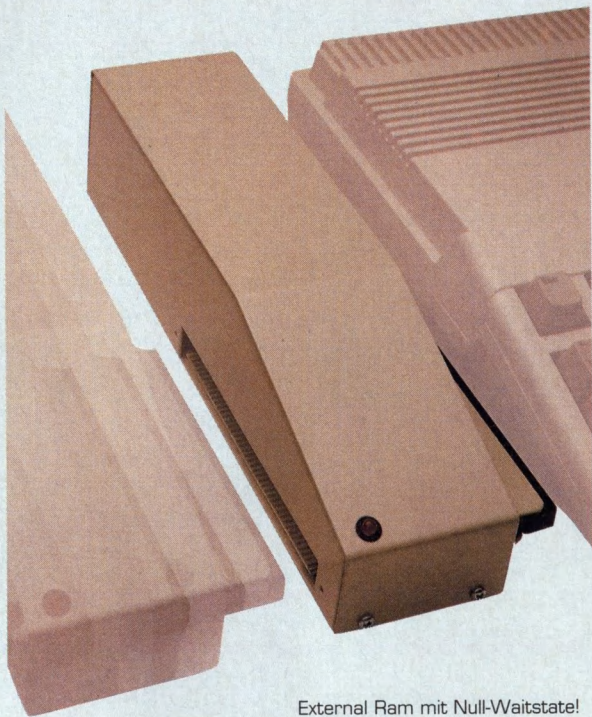
If you want an Amiga Architect,  
**Contact: Chartscreen (UK) Ltd., Dewey House, 55 High Street, Ringwood, Hants BH24 1AE. Tel: 0425 475515.**

## SCSI

Chartscreen - coming out from behind their hiding place again - are offering Encore, a SCSI card for the CBM CDTV. It fits into the internal expansion port inside the CDTV and provides both an internal



# 1e



External Ram mit Null-Waitstate!

## MEGAMIX 500

3-State - one of those German companies that we have discovered lurking so modestly in the international Amiga undergrowth - has brought out a neat little external RAM-box called MegaMix 500. It will take up to 8 Mb for the A500, the Plus or the 2000.

The MegMix 500 has, we are told (in German yet!) a "Null-Waitstate FastRAM-Controller" and it doesn't need much linguistic ability to translate THAT!

The box is claimed to upgrade performance by 95%. We haven't tried it yet, so we can't guarantee it's

that good. But it certainly looks nice.

Price 249DM (about £100 - depending on the state of Norman Lamont's latest interest rate brainstorm!)

## ELECTROSTATIC SICKNESS, NOT!

Recognise the symptoms? Fatigue, bloodshot eyes, rashes on face and hands, electric hair and headaches even cramps in the toes... - no, it is not how your Newsfile team looks after slaving and panting over a hot Amiga hour after hour, night after night - these are common allergies suffered by users of VDUs.

The Screensafe has been developed to protect your screen from catching these nasty afflictions, no, sorry, it has been

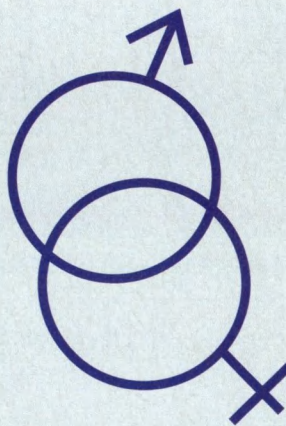
developed to neutralise the electrostatic radiation of the screen as well as that of the operator's body without the use of "a vision obscuring mesh." (Sounds like gazing through the mosquito netting in Simla. And body? We haven't seen an operator's body really radiate for far too long.)

All this, say Scanbrit, its proud creator, means that there is no impairing of the operator's view of the screen so helping to prevent eyestrain.

Screensafe's inventors

were concerned that the operators own charge was greater than that of the screen itself and needed eliminating at the same time. (Not the operator, the charge) Which is why they provide a six month supply of "handy" (as opposed to not handy?) tissues soaked with antiseptic liquid with every Screensafe pack. They - the packs not the tissues - cost £60.00 plus VAT. The pre-soaked tissue is, they assure us, to wipe the screen on a fortnightly basis. Of course.

**Contact: Scanbrit-trade, 6 Chiswick Lodge, Marlow-on-Thames, Buckinghamshire. SL7 1AG. Tel: 0628 474491.**



## PERSONAL SEXPERTISE

With sex coming at us from every direction - watch out here it comes again! - you've seen the video, watched the satellite TV progs (Haven't you, Kelvin?), you can now calculate your macho or femi (or both?) rating at a computer. You can also draw out your "sexuo-relational profile" (we didn't know we had one!) and examine your

personal arousal curve! (I beg your pardon? Does that mean being woken up in the morning?) Sex Talk - a piece of software yet to appear, we are relieved to tell you on the Amiga, is said to be a cross between a computer game and a sex therapist. Great for parties, don't you think? But not so good for the boring people in the office who might get overexcited.



At £15 may make its marks perhaps...

## PROFI-MULTIMEDIA

Und so weiter...which means, we believe, "and so on" in German. Because, Amiga Lovers, as the irreplaceable Fluff Freeman always said, it's German time for the Amiga this month. A nice chap with a Welsh accent, who looked suspiciously like a certain Dr Michael Nelson - well, at least he was carrying

a scalpel but the name could have been Nilson.. Well, this chap slipped us a magazine from Deutschland. No ordinary mag either.

Called Chip Inside, it had the word Amiga all over it with a subtitle of Profi-Multimedia mit Amiga und CDTV. In the plastic wrapping it contained two very nice CDs to play on a CDTV or as audio on a CD player.

Very serious looking, all black and white and text, it seems like it's aimed at the "Profi" (professional?) market for multimedia. Well, it ought to be because it costs 38DM which to our calculations works out at about £15. Now that may seem to you a pretty cool price for a magazine even one that has two CDs. But, those of us with long

memories will recall the first time we saw a magazine sold with a disk in this country.

To the shame of Amiga users, it was an American ST mag and was being offered off a stand by a gangling 17 year old. The price? £14.95! The 17 year old's name was Hugh Gollner and he went on just a few months later to start his own ST magazine. (And Amiga Action too!).

Unsurprisingly when you think how many £14.95 magazines he probably sold.

Maybe in Germany they will have lots more marks to splash around on really expensive magazines. (£15 and someone this month in Bud Vennos's domain is complaining about £3.25!)

## FOR CDTV

and an external SCSI port.

This means users of CDTV can operate beyond the basic drive configurations of the standard machine and configure the CDTV as a multimedia development

workstation. Which is what they've always wanted, we're sure!

Encore can be used with hard drives, tape drives, optical drives and CD-ROMs and no driver software is required.

**Price £60.00 + VAT.**

**Contact: Chartscreen (UK) Ltd., Dewey House, 55 High Street, Ringwood, Hampshire BH24 1AE. Tel: 0425 475515.**



# newsfile **CLINGING MOUSE**

## WORDS AND MUSIC'S NEW 4

Four new disks have been added to the Classical Music Collection from Words and Music. The new files are all mapped to the GM/GS standard for instant playback on the Roland Sound Canvas modules, Yamaha TG100 and Korg 03R/W although the files can be adapted to play on any MIDI instrument with an Amiga. Each disk has an instruction guide and an information leaflet.

The MIDI Classic Collection includes familiar pieces such as The Nutcracker Suite as well as rarer pieces such as Mozart's early works. Bach's Well-Tempered Clavier can be played backwards if your sequencer has a retrograde function. (Just what we always wanted!) and a manipulation program enables the music to be inverted and rotated. Words and Music tell us that 'You may be suprised at how musical the output from these pieces can be'. We may indeed.

**Prices are £10.95 each but all four are on offer for £37.95.**

**Contact: Words and Music, 26 Newark Drive, Whitburn, Sunderland, Tyne and Wear, SR6 7DF. Tel: 091 5294788.**



The Ballpoint mouse from Microsoft, Bill Gates, sorry Microsoft say, does not need a flat surface, but works instead connected to the keyboard by moving the central ball with the thumb.

The mouse can be clamped onto the right, left or front of the keyboard or can be held in the palm of the hand. (Or dropped down a trouser leg...) This is handy if there is a lack of space on the workstation, or for laptop users.

Useful for lefthanded people, it retails at £125.00. But in spite of the fact that MicroSoft were reposable for AmigaDOS they say that so far the sticky thing is only for MSDOS - or bridgeboard owners. Shame!

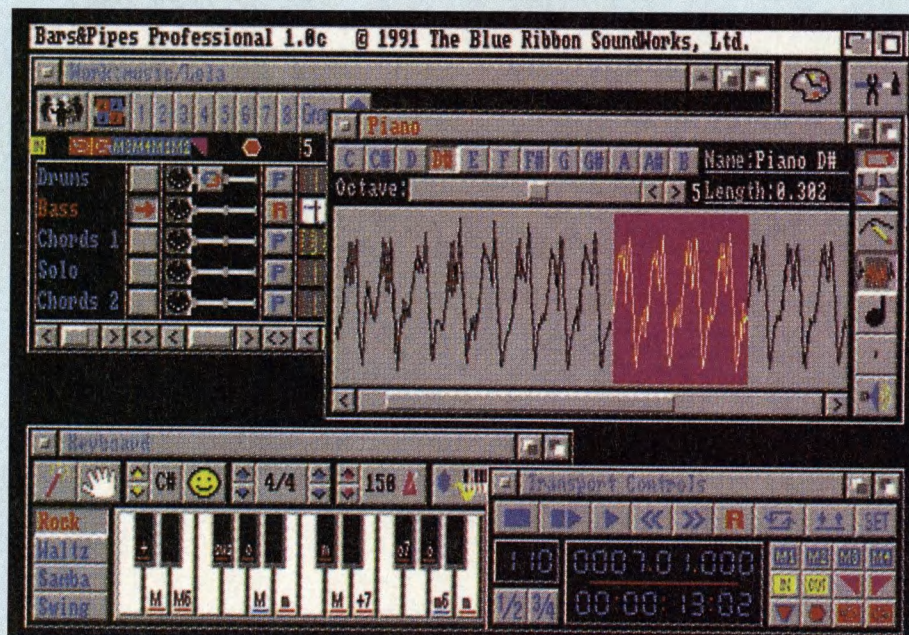
**Contact: Microsoft on 0734 507624.**

## QUOTES OF THE MONTH

*"For those who are confined to home or find it difficult to travel, being able to communicate electronically opens a new world, in a way that people who can hop into a car to drive into town and walk into a library just can't imagine".*

- from a disabled writer on the benefits of electronic bulletin boards.

Terrific! That's absolutely right and it's something that those of us who are lucky enough not to be disabled might very well forget. And just as the whole trend of technology from the lever and the wheel up has been to relieve humans of physical work, so electronics are helping lessen the problems of disabled people who just need a bit of help to equal - or in the case of mathematician Stephen (A Brief History of Time) Hawking surpass - the rest of us.



SuperJam moves on and up..

## SUPERJAM! 1.1.

Blue Ribbon have brought out an upgrade to SuperJAM! Version. 1.1 replaces v 1.0c and includes new additions such as: stereo turboSounds; two-octave chord design and playback; split chords with Bass on 'the bottom' and other instruments 'on top'; graphical volume and pan mixing, multiple

grooves per style; existing styles enhanced to support multiple grooves; improved interface design, including Workbench 2.0 front/back buttons; Workbench 2.0 features support, including ASL file requester, public screen and virtual screen size; Support for the One-Stop Music Shop 16-bit multi-timbral stereo audio

card (see this Newsfile for report).

Price: \$149.00. (£100) The V 1.1 update is available to registered users for \$29.95 + \$3.95 P.&P.

**Contact: Blue Ribbon Soundworks, Venture Center, 1605 Chantilly Drive, Suite 200, Atlanta, GA 30324, USA. Tel: 404 315 0212.**



# FREE! ZOO



**SOFTWARE PACK**  
WHEN YOU BUY AN AMIGA  
**FROM SILICA**

**PLUS!**



GFA BASIC +  
PHOTON PAINT 2

TOTAL VALUE OVER

**£265**

Silica are pleased to offer THE Software Pack of the Year FREE with every Amiga purchased at normal Silica prices. It includes the sensational new title ZOO which has received rave reviews as the most original game ever seen on the Amiga.

**ZOO** - "Knocks the socks off Sonic." - 97% - Amiga Computing - Nov '92

**STRIKER** - "Footballer of the Year - and no mistake..." - 94% - CU Amiga - June '92

**PINBALL DREAMS** - "It's quite simply superb" - 94% - AUJ - Sept '92

**TRANSMUTE** - Premier word processor (UK version) with a 90K spell checker.

Plus, with every Amiga from Silica, we will give you Photon Paint 2 paint package and GFA Basic programming language. A total of over £265 worth of free gifts.

**ZOO PACK:**

ZOO - platform title of the year..... £25.99

STRIKER - soccer simulation..... £25.99

PINBALL DREAMS - pinball simulation..... £25.99

TRANSMUTE - word processor..... £49.95

**PLUS!**

GFA BASIC v3.5 - programming language £50.00

PHOTON PAINT 2 - paint package..... £89.95

**£267.87**

## NEW! AMIGA 1200



**FREE! 1 YEAR**  
**AT HOME WARRANTY**

**£399**

INC VAT - Ref: AMC 1200

- Motorola 68020EC Processor
- 14.19MHz Clock Speed
- 32-bit Architecture
- 2Mb Chip RAM Standard
- Amiga DOS v3.0
- AA Chip Set for Enhanced Graphics
- 16 Million Colour palette
- 2-256 Colours on Screen
- 1 x 32-Bit CPU/RAM Expansion Slot
- PCMCIA Smart Card Slot takes 512K - 4Mb PC Cards
- Built-in TV Modulator
- 96 Key keyboard with Numeric Keypad
- 2 1/2" Internal Hard Drive Optional Extra
- 1 Year On-site Maintenance

## AMIGA 600 SALE OFFERS!

**WILD, WEIRD & WICKED** **EPIC 'HARD DRIVE' PACK**



The Wild, The Weird and The Wicked (WWW) is the Amiga 600 games pack. It comes complete with Amiga 600 computer and mouse, plus a range of high quality entertainment software.

NORMAL RRP: **£349**  
**£319**  
INC VAT Ref: AMC 0649

The Epic Language Pack is based around the A600HD, the A600 with 20Mb hard drive. It includes challenging adventure games and software for the linguistically minded!

NORMAL RRP: **£499**  
**£399**  
INC VAT Ref: AMC 0899

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

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- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
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Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

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**SILICA SYSTEMS**



# AMIGA COMPUTERS

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**NEW 64 PAGE COLOUR CATALOGUE**



**FREE! 1 YEAR**  
**AT HOME WARRANTY**

The new Amiga 600 features a 3 1/2" floppy drive, mouse, TV modulator and smart card slot all as standard. The very latest Kickstart/Workbench v2.05 is used in the Amiga 600 along with an enhanced chip set. See below for pack options and free gifts from Silica.



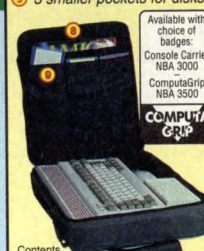
**£299**  
INC VAT - Ref: AMC 0666

## AMIGA 600 HOLDALL

A high quality holdall for storage and transportation of your Amiga 600.



- 1 Webbed handles with padded grip
- 2 Wrap around dual zipper
- 3 Real leather badge
- 4 Outer pocket with velcro and stud fasteners. Folds flat when not in use.
- 5 Zip fastened pouch inside
- 6 Removable, adjustable shoulder strap with padding
- 7 Non-slip, solid rubber feet
- 8 Large inner pocket
- 9 3 smaller pockets for disks



SILICA PRICE ONLY  
**£14.95**  
Ref: NBA 3000 or NBA 3500

## AMIGA 600/1200 HARD DRIVE

Silica are pleased to introduce GVP's first A600/A1200 upgrade, a high speed 85Mb internal hard drive. The hard drive is based on a new Maxtor mechanism offering ultra fast data transfer and access times with the reliability and quality that you would expect in a GVP product. The compact unit comes with GVP's market leading hard drive formatting software (FaaastPrep) and a full two year warranty for your peace of mind. Also included is a manual giving full instructions.

### FITTING SERVICE

Because fitting ANY internal hard drive yourself will invalidate your Amiga's warranty, Silica offer a fitting service. Silica's trained engineers will professionally install the hard drive in your Amiga, keeping your Amiga warranty intact and then return the Amiga to you by free courier delivery.

### FEATURES:

- Ultra fast Maxtor hard drive.
- 85Mb Capacity.
- Compact 2.5" mechanism.
- Low cost IDE technology.
- Internal fitting conserves desk space.
- GVP's FaaastPrep software + Manual.
- Complete fitting kit included.
- Fitting service available.
- Two year hard drive warranty.

**MAXTOR 85Mb HARD DRIVE**  
Inc GVP FITTING KIT  
**£299**  
INC VAT Ref: HAR 0785  
Fitting (UPG 7135) **£25** +VAT = **£29.38**

## AMIGA 600 OPTIONS

	NO HARD DRIVE	20Mb HARD DRIVE
LEMMINGS - WWW PACK	£299.99	£299.99
DELUXE PAINT III - Graphics and animation	£79.99	£79.99
LEMMINGS - Save the Lemmings	£25.99	£25.99
MICROPROSE GRAND PRIX - Racing Sim	-	£34.99
SILLY PUTTY - The pliable arcade game	-	£25.99
PUSH OVER - A game of puzzles	-	£25.99
EPIC - A Sci-Fi adventure	-	£29.99
ROME - Role playing adventure	-	£25.99
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1 YEAR ON-SITE WARRANTY	✓	✓
<b>PLUS! - FREE FROM SILICA</b>		
• ZOO PACK - see panel above	£127.92	£127.92
• PHOTON PAINT v2.0 - Art package	£89.95	£89.95
• GFA BASIC INTERPRETER v3.5 - Prog language	£50.00	£50.00
<b>TOTAL PACK VALUE:</b>	<b>£673.84</b>	<b>£734.82</b>
<b>LESS PACK SAVING:</b>	<b>£374.84</b>	<b>£355.82</b>
<b>SILICA PRICE:</b>	<b>£299</b>	<b>£319</b>
<b>2Mb RAM</b>	<b>£45</b>	<b>£45</b>
<b>PRICE OF UPGRADE INC BATTERY BACKED CLOCK</b>	<b>£45</b>	<b>£45</b>

**MAIL ORDER:** 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX  
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening  
Tel: 081-309 1111 Fax No: 081-308 0608

**LONDON SHOP:** 52 Tottenham Court Road, London, W1P 0BA  
Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening  
Tel: 071-580 4000 Fax No: 071-323 4737

**LONDON SHOP:** Selfridges (1st Floor), Oxford Street, London, W1A 1AB  
Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm) Late Night: Thursday - 8pm  
Tel: 071-629 1234 Extension: 3914

**SIDCUP SHOP:** 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX  
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday - 7pm  
Tel: 081-302 8811 Fax No: 081-309 0017

**ESSEX SHOP:** Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA  
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) No Late Night Opening  
Tel: 0702 468039 Fax No: 0702 462963

To: Silica Systems, AMUSR-0493 80, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

**PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE**

Mr/Mrs/Miss/Ms: ..... Initials: ..... Surname: .....

Company Name (if applicable): .....

Address: .....

Postcode: .....

Tel (Home): ..... Tel (Work): .....

Which computer(s), if any, do you own? ..... 80K

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.



## DAATASCAN AAMIGAA! UPGRAADE

Pandaal International have launched DaataScan Professional Version 3 for the Pandaal hand scanner. (They like double aaas, don't they?)

The new feaatures, they told AAUI - this AA thing is catching - include:- dual screen laayout with maain screen and aaditionaal 16

colour grey scaale screen; convert scaaned dithered imaages to 16 True grey scaales; colour control using 16 colours from aa paalette(!) of 4096; brightness control to aadjust greyscaale; two levels of Zoom with full grey scaale editing; Draaw freehaand, lines, circles, boxes aand

polygons in line or fill mode; AAdd Text option with a selection of fonts; Load aand saave imaages in grey scaale or dithered mode aas IFF files; full printer support with printer scaling supporting all Workbench printer drivers. (Whew!)

The Daatascan is

compatible with any Amiga from the A500 to the new A4000 with support for Workbench 1.3, 2 and 3.

AAH!

**Contact: Pandaal International Ltd, Persepolis House, 36a Kilburn High Road, London NW6 5UA. Tel: 071 328 4442.**

## QUOTES OF THE MONTH

Ian Rutherford, Manager of European Telecommunications Affairs, GE Technical Services Co.:

*"There was the industrial revolution and now we are into the information technology revolution - and information is actually what gives people economic power."*

Oh really!. We have plenty of information about Government's foolishness and incompetence but not much power to change them. As Bernard Shaw said about experience, even with information it's not having it that counts but being able to use it.

P.S. What about a Freedom of Information Act then?

## Play it again, D-SAM

D-Sam is a new AMOS extension from AZ Software which supports fading, oversampling, playing raw or IFF samples and playing compressed samples.

There are forty six new commands and functions that, they told AUI, will enable you to write programs that can play sound samples directly from hard disk, floppy disk or memory.

**Price £19.95.**

**Contact: AZ Software, AZ House, Broadfield Road, Eastington, Stonehouse, Glos. GL10 3BL.**



## DSS CUTS

Why are Silica being so generous? This magazine appears to be full of products practically being given away by those spendthrift folk down in

Kent. This time Silica have reduced the price of GVP's DSS to £39.95 yes and it's "inc. VAT." DSS, an 8-bit sound sampler, consists of three components, a hardware and two software packages providing an editor and a sequencer. Both software packages are Intuition based and fully multitasking, and samples can be played by

clicking on their icon from the Workbench in a special 'stand alone' format.

The hardware is contained in a compact black box which plugs into the Amiga's Centronics port and is compatible with all Amigas.

You can certainly find the place to contact in elsewhere in this Newsfile and spread through the magazine.

## The Wireless Connection

Infralink's product of the same name allows remote controlled infra-red connection between PCs and up to 8 peripherals via the parallel port.

The device has a range of 210 feet. (65 metres between computers?) Each peripheral is identified by its own channel number and if more than one user is trying to connect there is an automatic queue system.

Infralink said that it is the first infra-red device that connects PCs to printers and plotters. Well, if they bring it in for the Amiga it will save us tripping over all those dratted cables that lie around the place.

## ORDER Upgrade

The new, upgraded Version 2.05 of the increasingly popular Amiga relational database features up to 40 fields in a single database. It has new field types, time and formula; sum totals on report columns of numbers, formulas or times; relational reports which involves linking a report database to other databases within a project, or field to field. Invoices can be printed as well as product codes. Upgrades to Order will be charged at the difference in price of the 2 versions to registered users.

**Contact: South Hams Software, Rose Cottage, Ford Road, Torre, Yealmpton, Plymouth, South Hams. PL8 2NA. Tel: 0752 880906.**

## LITERALIY MIND BLO

Sales have been booming for computers and video games over the end of the year period reaching record heights. However during the past few weeks cases of epileptic fits triggered by these machines have emerged. With bizarre stories in the tabloids hitting the news stands it seems like the

mammoth sales of the companies could, if public alarm builds up, be reduced to mice.

Game firms and The British Epilepsy Association (TBEA) have been concerned by 'misreports' on the issue. Together they are trying to minimise any risks and have come up with some facts intended to





Price down to where it should have been.

## VIRUS EPIDEMIC

Every large US business will be suffering from one new computer virus infection a month by the end of the year, according to a recent survey.

Already more than one quarter of all US businesses with at least 400 PCs have one or more systems infected. The survey conducted by US software publisher Certus International, shows the rate of virus infection is increasing at an alarming rate.

Yet on the Amiga recently the virus situation seems to have eased. Can it be that we are all practising safe computing or have the virus makers gone off to the PCs?

# SALE TIME AT SILICA!

## FREE SIM CITY

Silica Systems are running two promotional offers on the A570. Until the summer 1993, the price will be reduced by £100.00 to £249.00 and a free copy of Sim City CD will be included in the package.

Sim City CD is an adaptation of the Amiga game of the same name but with, they claim better sound, new viewing modes, new levels and time zones.

£249.00 for an A570 - sounds not just like a bargain but what Commodore might well have done in the first place. There are thousands of A500 users who by now would have been enjoying the delights of CD stuff on their Amiga.

Thank you, Silica, for your public spirited gesture. What you are doing it for - the money? Oh well, it's the thought that counts. (And the bank balance!)

**Contact: Silica Systems, 1-4 The Mews, Hatherley Road, Sidcup, Kent.**

**Tel: 081 309 1111.**

## MOZART GOES BUST

If there were a competition for the most outrageous use of a memory chip, the Japanese invention of a musical bra must be a front runner. The musical bra, apparently, comes complete with a pair of speakers that are worn under the armpits to amplify a medley of Mozart melodies.

The outfit, with matching (but thankfully silent) knickers (what no whoopee cushion?) is available in Tokyo stores in dark blue and is decorated with musical staves and a set of lights that flash in time to the tune being played. (A new meaning to the term "Flasher"?)

Surely this technological advance will have Mozart rocking - depending on the size, even bouncing - in his grave.

## 4 MINUTE WARNING UPGRADED(?)

The four-minute ballistic warning systems at RAF Fylingdales in Yorkshire - and who are they warning us against these days? - are to be upgraded in a £156m project next year - using mainframe technology from the 1970s! Yes,

that's right twenty years old or more.

The use of older electronic switches in the equipment apparently reduces electromagnetic radiations. Earlier this year a report by consultancy Elmac said that electromagnetic emissions from the site were high enough to interfere with car and lorry

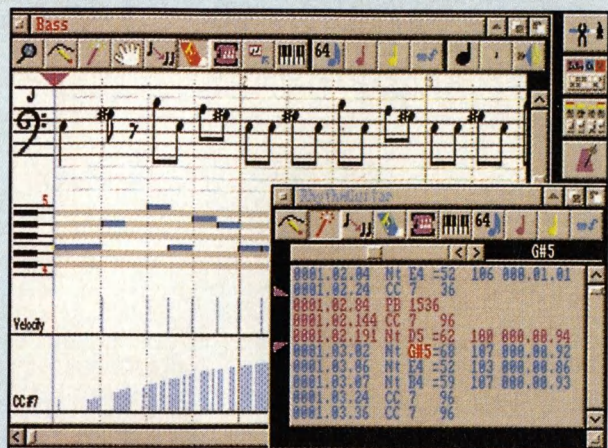
electronic systems. The report warned of potentially fatal accidents arising from interference with anti-lock brakes and other systems if newer technology was brought in. Rather ironic, don't you think that we have to go, not back to the future but forward to the past. £156 million? Why not get rid of the whole damn thing?

## WING GAMES?

reassure worried parents. The main misunderstanding appears to be about epilepsy itself. The manufacturers are keen to stress that watching TV or playing games does not cause epilepsy, but they admit that it can trigger seizures in those who already suffer from photo sensitive epilepsy.

Any parents or retailers concerned about this issue can contact the TBEA helpline on:- 0345 089599





## BARS&PIPES PRO 2.0

Blue Ribbon's highly renowned music program has undergone another upgrade. Version 2 has, say the Atlanta-based company, incorporated improvements in the notation, editing, recording, tools, interface, and interoperability features.

In addition, Bars&Pipes Professional 2.0 includes Media Madness - multimedia enhancements with a complete set (as opposed to some parts missing?) of multimedia features designed to integrate control of non-musical events into Bars&Pipes Professional 2.0.

The Media Madness

Tool set can control Video Toaster transitions, ANIM file playback, SunRize sound effects, genlocks, video decks, ARexx etc. It includes a recorder, player and window. Using Media Madness enables the design of multi-media presentations from within Bars&Pipes Professional, synchronizing video, animations, music and sound effects. Wow! Just call me Gershwin!

**Price: \$429.00. (About £300)**

**Contact: The Blue Ribbon Soundworks Ltd., Venture Center, 1605 Chantilly Drive, Suite 200, Atlanta, GA 30324. USA. Tel: 404 315 0212.**

## AMIGA AGFATYPE

Agfa have told **AUI** that they think a major feature of the 2.0 operating system for the A 500, 2000 and 3000 is the ability to scale outline fonts on-the-fly using their Intellifont scaling technology. This, according to the company, enables Amiga users to bring quality type to the screen.

Two packages have been developed for Amiga users - the starter Pack II - a collection of typefaces for DTP and WP. The Video Series pack contains 25 typefaces for graphics and manipulating composite images without losing resolution.

**Contact: Graphtechniques, Flint Lodge, Winter Hill Road, Pinkneys Green, Near Maidenhead, Berkshire. SL6 6NS. Tel: 0628 27642.**

# RAINBOW III

Chartscreen have told us about the release of their new Workbench Emulation V. 1.0, which runs on an EGS Screen. Yes, folks 1.0 was what we said and 1.0 was what we meant.

With this anachronistic marvel it's also possible to have further applications using multiple EGS Screens. Chartscreen tested several applications running directly on the Workbench such as Maxxon-CAD which uses drawing routines of point, line and circle. They claim it

runs five times faster than on the original Amiga screen. They also tested Public Domain Tools such as MagicFileRequester (using ARO).

Chartscreen also told us that Caligari24, for the A1200 and 4000 is ready to be shipped from California. you know about Caligari, of course, we've covered it plenty of times. It's one of the best graphic program on the Amiga - and what an interface, even WE could manage it!

In case you have

forgotten, Caligari24 is a complete 3D modelling, photorealistic rendering and broadcast quality animation tool for professional desktop video markets. It operates in 32bit colour mode which includes 24bit colour and 8bit alpha channel for transparency, antialiasing and post production special effects. It features Free Form Deformation editing which allows the user to build smooth organic shapes.

**Contact: Chartscreen UK LTD, Tel: 0425 475515.**

## Fastlane

Available now, Chartscreen told us, is the Fastlane Z3 SCSI DMA Controller which incorporates memory expansion of up to 64 MBytes on one board. 64 MBs! Now that puts the little old half meg in the shade, doesn't it?

It has full 32-bit wide autoconfiguration fast RAM. The software of the Fastlane Z3 includes the utility Dynamicache which uses all available free memory as a caching memory without taking it away from the

system's free list so that it is still available for all other programs that need to utilise it.

For the A3000 and A4000, it is upgradable with 1M\*8 SIMMs to 16MB, with 4M\*8 SIMMs to 64 MB.

Fastlane supports Rigid Disk block, SCSI Direct, diskchange w/removable media, CD-ROM, CDTV and A-MAX II.

**Contact: Chartscreen (And you can find their contact address elsewhere in this Newsfile too)**

## AMIGA CD WORKSHOP

That lively bunch of Amiga enthusiasts, ICPUg South East, who meet at Biggin Hill, Kent, most Thursday evenings, recently organised an Amiga CDTV Workshop. Quite a crowd turned up came to discover more about this mysterious machine. Some were already Amiga owners, others were completely new to computing.

Commodore supplied a dishy - female - demonstrator and technical queries were ably dealt with by a strong team from Almathera Systems. Tables were set up around the room, each with a CDTV or Amiga 500 with an A570 CD-ROM drive. Everyone

had a chance to try out a machine for themselves. Popular titles such as the Connoisseur Fine Art Collection, Fractal Universe, the Heroic Age of Spaceflight and North Polar Expedition were well received. Sim City went down particularly well with visitors who had never seen it before.

Jolyon Ralph of Almathera Systems explained how to copy public domain software from their three PD discs - CDPD1, CDPD2 and the Demo Collection. Many Amiga owners asked if CD-ROM drives to do this were available for the Amiga 1500/2000/3000 machines.

The answers was yes - ring Almathera on 081 683 6418.

This sort of hands-on affair, letting the public have a chance to try out the technology, is really the best way to spread the word. The way that the Amiga took off was not really through big advertising campaigns but people seeing it and its famous Wow! factor and belting off and buying it so they could have it at home for themselves.

ICPUg are to be praised for organising this kind of gathering and it is to be hoped that they will arrange others in the near future. For details of ICPUg South East, contact Len Beard on 0689 830934.



# NEW

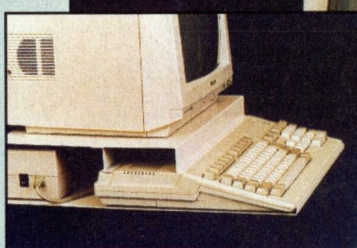
## AMIGA A600 (HD) CONSOLE UNIT

Monitor console and keyboard unit • Second drive space • No hard drive restrictions • Power supply space • Keeps cables tidy • Non-magnetic aluminium • High quality texture finish • Plenty of ventilation • Installed in minutes • Designed specifically for the A600 and A600HD

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# NEW

## A1200 CONSOLE UNIT

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# KONTAX COMPUTERS

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## 0628 773212

Phone lines manned between 8.00am - 9pm (No ansaphone!)

**ONE PIECE DUST COVER ALSO AVAILABLE - PLEASE CALL**



## ONE-STOP MUSIC SHOP

If you are looking to transform your Amiga 2000, 2500, 3000, 3000T or 4000 into a CD-quality stereo audio, Blue Ribbon tell us that the One Stop Music Shop, a "state-of-the-art" soundcard may be just the job. As an accompaniment to a desktop video or professional MIDI setup it has a range of digital samples compiled in instrumental form. We cannot, at AUI, tell you how effective these are as Blue Ribbon told us that it was 'difficult to send review copies'. But no doubt one will shortly appear.

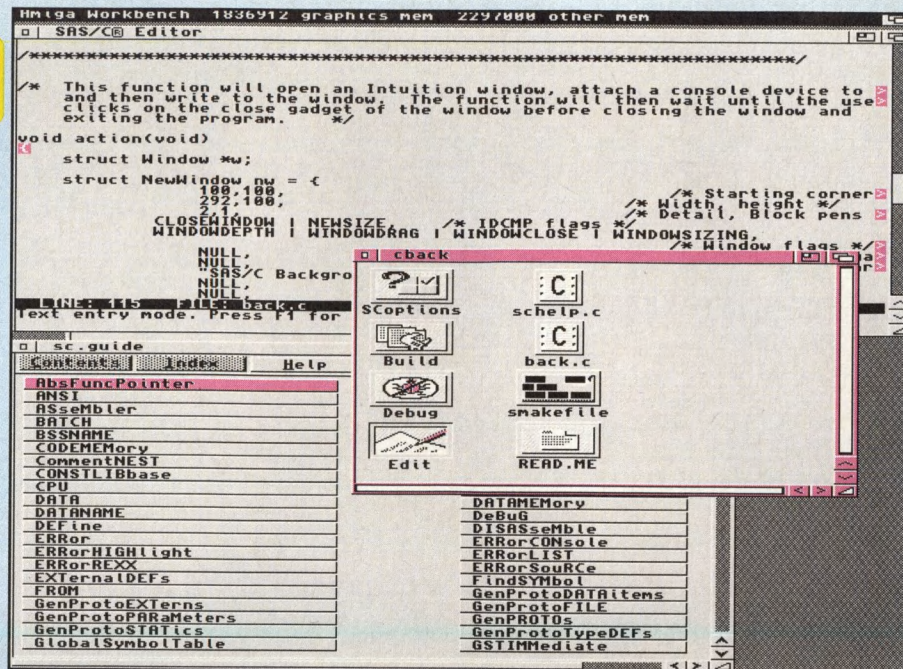
We can tell you, however, that One-Stop Music Shop includes editing software so you can design your own instruments by mixing samples, cross-fade and modulate each sound from MIDI controllers and LFOs.

You can also use the One-Stop with any MIDI-capable program through the ARexx-controllable MIDI File player and loopBack programs.

Price:\$649 (about £450)

**Contact: Blue Ribbon Soundworks, Venture Center, 1605 Chantilly Drive, Suite 290, Atlanta, GA 30324, USA Tel: 494 315 0212**

**FOR SALE**



## New SAS/C

Version 6 of the famous SAS/C Development System - which used to be called Lattice C - was, so SAS told **AUI**, developed to provide users with a responsive, controllable Amiga C compiler designed for the Amiga. The system presents options for customizing and increasing the speed of programming activities.

Features include: online help for library functions, commands and utilities; global symbol tables; easy creation and

debugging of shared libraries and devices; global optimizer and peephole optimizer;  $\text{\texttt{\$pragma}}$  tagcall command; message browser; customization of key words; Workbench and Shell interfaces; codeProbe debugger; Amiga to Amiga cross development; customization of the interface; SCOPTS and fully integrated Workbench environment.

A user's guide is included and free technical

support from the Institute's Technical Support hotline.

Price \$395.00. (around the £300 mark) It requires 1MB memory and any Amiga with AmigaDOS 1.2, 1.3 2.0 or later.

**Contact: SAS Institute Inc., SAS Campus Drive, Gary, NG 27513. Tel: 919 677 8000. or**

**for the UK:**

**HiSoft, The Old School, Greenfield, Bedford MK45 5DE Tel: 0525 718181**

**Watch for the review in May AUI.**

## S•M•A•R•T REWARDS

550 Burmah petrol stations are taking part in a smart card driven customer loyalty scheme, which they claim has boosted petrol sales.

1.5 million motorists are said to be taking part in the scheme and are busily collecting Reward points. Each of the sites participating in the scheme has a smart card reader/writer which is used to download points onto the customer's magnetic

stripe plastic card each time petrol is bought. The points are later deducted when points are redeemed for £5.00 shopping vouchers for B & Q, Index, Our Price Music or Comet. Alternatively points are redeemed for donations to the RSPCA, Save the Children or Age Concern. Pretty smart huh! You can bet we're going to hear more of smart ideas like this as the Smart Card replaces cash in the Age of Plastic.



# DOUBLE DAT

DAT manufacturer, Gigatape has announced TurboDat, which holds more than double the amount of data storage capacity common to other DAT drivers. It is the first, they claim, 2.5Gbyte

4mm digital audio tape to offer an additional 300Mbyte of capacity using digital recording methods. an extra 300 MBs? 2.5 gigabytes? How long before the first game of that size comes out? Zool VI?

# MIGRAPH

## TOUCHING UP AGAIN!

Migraph Inc., have announced the release of new versions of the scanning software - Touch-Up, Migraph OCR and OCR jr, which they told **AUI**, have been designed to be compatible with Workbench V3 and the new AGA chipset used in the A1200.

Registered owners of either Touch-Up 3.0 or OCR 1.3 are eligible for a free upgrade direct from Migraph. however \$7.00 - about £4 - is charged for postage and packing. Registered owners of earlier software versions who upgrade their computers may also upgrade - but prices vary.

Migraph have also announced the release of Migraph OCR Jr (We wonder how long it took them to come up with that name!) for Amigas. OCR Jr. is a subset of Migraph OCR (Optical Character Recognition) program. Although this version will not load image files it's claimed to be a cheaper method of obtaining OCR software, and is upgradable.

Saves keying the stuff in anyway.

**Contact: Migraph, 32700 Pacific Highway S, Suite 12, Federal Way, WA 98003. Tel: 206 838 4677.**

## In-store Technology

Computer Visions has set up EDOS - Electronic Distribution of Software - which is a system that lets retailers duplicate disks on the spot. Legitimately not as pirates! The advantage of this system is that each duplicated disk under EDOS is recorded automatically and publishers' royalties are paid by the shop. It's also said to solve the problem of shops running out of games as they will be duplicated on an individual basis for each customer.

Games will not be provided for the system without contract agreements with the games companies but over 2000 titles are claimed to be currently available. Wouldn't you like to have one at home?

**Contact: EDOS, Computer Visions, 30a School road, Tilehurst, Reading, Berkshire. RG3 5AN. Tel: 0734 452416.**

*Ten out of ten!*  
**10 out of 10**  
*Ten out of ten!*  
*just 10 more*

## Mathematics - Number

Covering major areas of National Curriculum Attainment Target 2

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✓ Addition	✓ Decimals
✓ Subtraction	✓ Percentages
✓ Multiplication	✓ Estimation
✓ Division	✓ Powers
✓ Fractions	✓ Units

**For Commodore AMIGA**  
Memory needed: 1 Meg. (Minimum)

*Educational Software for JUNIOR to GCSE*

10 out of 10 for quality if not for punctuality.

## 10 out of 10 At Last!

For all those eager learners who back in November heard through these pages of the imminent release of Triple R's 10 out of 10 series, the long wait is over. Arriving just as these pages leap onto the printing machine - no, it's not a John Bull outfit! - are two of the promised programs.

Mathematics and English are the first two to emerge from the successful Triple R publishing house. They look good and you can watch out for the forthcoming reviews.  
**Contact: Triple R Education, 1 Percy Street, Sheffield S3 8AU Tel: 0742 780370**

## QUOTES of the Month.

*"We've found that we speak common languages - dollars and cents, as well as Fortran and C++."*

IBM President Jack Kuehler on a joint agreement between IBM and Apple.

According to IBM's recent results which seems they lost around 10 billion dollars last year - yes, that's billion not million - a mere £6 billion, while Apple was notching up a £350 million profit, we know who seems to be speaking that money language loudest. It appears the time of the dinosaurs may be ending...



New product for pro level MIDI stuff

## Pro-Midi Interface

The growing popularity of the Amiga with musicians - you should hear Paul Overaa on the subject! - may have something to do with the decline of the Atari ST. There is certainly a noticeable increase in both users and products to make the Amiga a force in the musical world.

One sign of this is professional level products arriving. Technoplus, not a name too well-known in the Amiga field, have obviously responded to the demand with a MIDI interface aimed at the higher level user.

Pro-Midi Interface - as they with great originality call it - is specifically for Amigas to be connected to electronic musical instruments of all kinds. It comes with 2 MIDI cables and a nice looking piece of hardware. Included with the interface is the Sequencer One Plus software.

**Price: £49.99**

**Contact: TechnoPlus, Sketty Close, Brackmills, Northampton NN4 0PL Tel: 0604 768711**



## **Mike Nelson hotfooting it across the pond brings back some exciting news of the latest Amiga developments**

**I**t doesn't seem like nearly a year and a half since I reported on the last US developer conference held in Denver, Colorado, but it has been an incredibly interesting time and this trend looks set to continue. Some truly amazing things are afoot at West Chester and the beauty of it all is I can actually write about some specific details of Commodore's direction over the coming couple of years. Before I do spill some of the beans on the fate of the Amiga, some background information is in order.

Commodore have been a traditionally tight-lipped bunch of folk when it comes to releasing information about the goings on at West Chester, Pennsylvania, even to the extent of keeping their developers largely in the dark about the activities of the various groups that comprise the Amiga section. Under the previous regimes, they'd get extremely upset to hear the most mundane of information was being passed on to the eager Amiga community. But the new chief of engineering, Lew Eggebrecht, has totally stunned the world with a series of public disclosures regarding the next generation of Amiga hardware. I was lucky enough to talk with Lew at length about his background and the awesome shape of the future so we will print that interview next month, and very juicy it is.

The developers were first exposed to the latest "AA" architecture in September 1991 at the Denver Devcon. A prototype machine codenamed the A3000+ was displaying some 256-colour graphics and there was a lot of promise about the chips and what they would do. That all came to fruition in the very welcome forms of the A1200 and A4000

computers and the terrible rumour-mongering that went on via the online networks and certain other magazines did nothing to help the situation. It got to such a point where someone actually broadcast that the Amiga was dead, along with Commodore, and that prompted the US marketing team to get involved and reinforce the commitment to the machine. Needless to say the developers themselves were pretty miffed to say the least and a torrent of abuse was directed at the individual.

### de-emphasis

Commodore's legendary economy with information could not last if the Amiga were to survive - it really is that serious in the US with cheap 386 clones muscling in on the all important games market and a number of important software houses have "de-emphasised" the Amiga recently. The change of

management at the top of the Engineering division led to a new attitude within that section of Commodore (although certain other areas are still as economical with details as ever, leading to intense speculation that the US side of big C marketing still, after all these years, don't really know what the Amiga is all about). This

"breath of fresh air" at Engineering, as one insider describes it, marks a new era in Commodore's history, and one which is so very welcomed by the loyal, but unceasingly questioning Amiga developers, (more of these people later). The staff at CATS (the technical support people) and



Jim Mackonochie explained in detail the increasing success of CDTV in Europe.

within Engineering are also much more relaxed and happy to discuss the future more readily.

Now though, the big news about the conference itself. Orlando is a traditionally hot and sunny place, so maybe it would provide the ideal backdrop for this new era in Amigadom. It rained a lot, but the emphasis on the effervescent activity within Commodore soon put all that behind the 400 developers who turned out. This was a unique Devcon in that CATS had

writing presently as it is of great concern to Commodore.

The first speech was given by John Campbell, the chap in charge of CATS (Commodore Applications and Technical Support), and he was keen to emphasise the reasons behind the big C's new attitude towards the developers and public. Commodore has a direction, a very ambitious and forward-looking direction, that really looks to take the Amiga into markets that are yet to be created. In much the same way that Macs became popular for their desktop publishing, Commodore sees the Amiga as the obvious choice in the emerging fields of desktop video and multimedia. While PC and Mac heads are trying to decide what it is and what huge implications it is going to have for their inadequate systems, Commodore are doing multimedia, and building both the hardware and software tools to make major inroads. Of course, this does assume that the universe is ready to rock and roll with us.

### twenty products

CATS are very active in producing tools to assist programmers in both writing and

#### DEVCON '93 QUOTE

**Peter Cherna, in charge of Intuition and collecting the best user interface award "We're not done yet"**

deliberately ensured that a truly international conference was possible, with around one quarter of attendees travelling from Europe and a few Aussies to add some Antipodean culture to the proceedings. The American contingent obviously appreciated this input, and many people were surprised to learn that not all Europeans write scrolly hardware-bashing demos that won't even think about running on a A1200 or 4000. I have more to say on the subject of games

## 1200 Acceleration

Third party products are still very important to the Amiga and the likes of GVP and CSA must be pleased to hear

that Commodore has no plans to release an accelerator for the A1200... Over to you guys.



# ANDO DEVCON '93

debugging code. With the input of developers such as Dave Parkinson from UK and his wonderful Spooly device (see later) or Innovatronics with the Application Builder that takes the drudgery out of designing user interfaces, and also innovations such as CD-ROM on-line help for programmers, things are changing rapidly. John also told us that there are now 20 AA-specific products either shipping or close to completion, including Gremlin's wonderful Zool which was one of the stars of the Developer's Showcase.

Commodore have done more than any other company to overcome language barriers with their localisation protocols that allow programs to check where the user

time. His credentials stretch back 23 years and include working on the first RISC chips and the IBM PC project leader. Since he took over, Commodore has released the A1200 and A4000 and plan to further keep the reviewers happy with a whole series of new products in the near future and beyond...

Before launching into details of the now less than secret AAA future chipset, Lew was keen to point out that Commodore has relatively limited resources at its disposal, and the importance of them remaining focussed on the areas they traditionally excel in, notably consumer machines and

A major decision on the future of the Amiga was made soon after Lew took the helm and in order for the computer to evolve the system architecture will diversify into two chipsets. The "High to mid range" will be optimised for performance and features whereas the "consumer" market which interests the vast majority of users in Europe will be serviced by a much more cost-orientated approach. The latter, based on integrating the three current AGA chips into two chips, thereby reducing production (and hence retail) costs, will not see the light of day for another year and a half, at least, and is

currently codenamed AA+. This system will build on the awesome graphics of the A1200 but using some more fancy memory handling tricks the video bandwidth can be increased fourfold allowing the blitter to be twice as efficient.

Other improvements are to the disk drive and serial handling, and there is also the possibility that the sound apparatus will be extended although this seemed to be more of a request from the the games developers than foremost in Commodore's thoughts. Of course, this will not reach the shops for a very long time and you shouldn't get the idea that something to replace the A1200 is remotely imminent. The best advice I can give is that if you are looking to upgrade your A500 or A600, there is no better path than the 1200 - it's a smashing machine.

The "High-End" of the deal is something else altogether and the AAA chipset, under development since 1989, is reaching the stage of first silicon. This means that again we are talking about nearly two years before anything is released, and when we do see a new machine, expect the cost to be somewhat higher than previous Amigas have been. Mind you, with this goes an awesome performance that is going to rival the most powerful of graphics

workstations and specifications that will make any PC or Mac user green with envy.

Video and multimedia are the key areas where the Amiga reigns supreme and both require lots of horsepower. In fact, the more the merrier and the arrival recently of 128Mb SIMM modules has not gone unnoticed at CBMHQ. Now having a single line of chips that stashes more than my stuffed hard drive is quite a mind-blowing phenomenon. Having four such SIMMs means a whopping 512Mb of RAM - a figure almost inconceivable at the moment but many of the developers were talking about

these possibilities.

Talking huge amounts of RAM is one thing, but the reality of AAA was explained in detail by the hardware people. However, Lew's speech described how flexible the AAA chipset is to be. For starters, there is the potential to have two lots of graphics chips up and running. The

system design is so flexible that it can employ either regular DRAM or use the specialised dual ported VRAM (Video RAM) which effectively means that the display

## SOUND

Sound under AAA will also be greatly enhanced with up to eight channels of 16 bit samples. The system will be capable of blasting out a sample frequency of 110 kHz - a CD manages very nicely at 44.1 so there is a lot of scope for messing around with the samples en route and adding in real time echoes etc.



Lou Eggebrecht gave an exclusive interview with AUI.

has decided to use the program and adjust the menus etc. accordingly. Not content with this Commodore are going after the unbelievably lucrative Japanese market and the obvious difficulties imposed by their three different character sets (Kanji has over 6000 letters so you'd need a football-pitch sized keyboard without some special shifts!). Localisation should take care of such problems transparently and give the Amiga a big boost in an area only just being explored by NewTek and their Toaster.

also developing the multimedia/high end graphics markets too.

Lew alluded to many changes within Commodore's internal setup with chips being manufactured outside the companies own plants and also

### DEVCON '93 QUOTE

**Lew Eggebrecht: "We are vastly superior to Windows in terms of performance, functionality and system requirements"**

considerable investment in tools to speed up the development of new architecture. Commodore recognise that the delay in updating the original chipset to AA was detrimental to the Amiga and also somewhat demoralising for both the developers and end users.

## keynote

One of the highlights of the week was the keynote speech by Commodore's new VP of Engineering, Lew Eggebrecht, meeting developers for the first

### DEVCON '93 QUOTE

**Tim Jenison, Newtek Boss, "The Toaster requires that the Amiga and its hardware are tied very closely to NTSC timings - to do a PAL one means a complete re-design. Toaster uses 6-year old technology and anything new should be PAL compatible"**

hardware does not interfere with the rest of the system RAM.

All this means there are several different specifications possible and the extra advantages of VRAM mean a display of 1280 x 1024 x 8



c o n t i n u e d

bitplanes with a 24-bit palette is possible. This kind of resolution is reachable today with high-end graphics boards such as the DMI Vivid-24 from Chartscreen, and is only one kind of display enhancement with other interesting modes like HAM10 (16 million colours onscreen at once) and specialist compressed video modes too. Although very much

## DEVCON '93 QUOTE

**Brad Carvey, Toaster designer and brother of Garth in Wayne's World, on receiving the Hall of Fame for Newtek: "This really pisses me off. They all left me to get this. Thanks"**

more powerful than the ECS or AA chips, AAA will only be register compatible with the former, so hardware bashers beware if you want to remain in business after next year.

The extended graphics modes include the use of "chunky" pixels and True Colour graphics. The former is an alternative means of describing pixels where the data for any given pixel is read as sequential bits rather than the bit planes idea used at present. It means that the hardware is able

## DEVCON '93 QUOTE

**Brad Carvey again: "There is no way we'd use another platform. We all have A4000s on our desks and we're working hard. It's a cool machine"**

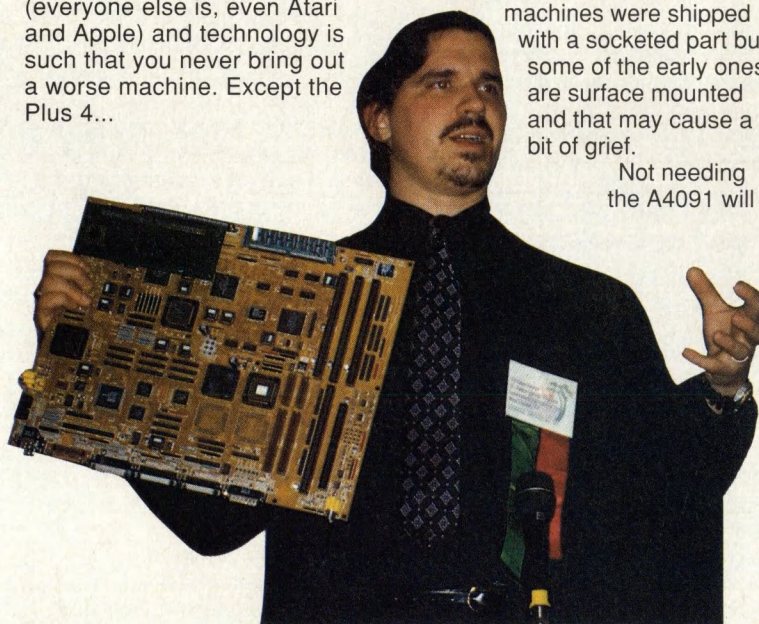
to pump the pixels out to the display gear that much quicker, and so greater resolution with more colours is possible.

The blitter of a AAA machine will be something else, being totally 32-bits in its architecture and allow pixel addressing rather than WORD at present. Rumour has it that something this awesome will shift over 30 Mb per second, and there are possibilities of having several such blitters available at a time. CHIP memory is likely to be limited (if that's the word) to 8 or 16 Mb, depending on the system.



Jeff Porter takes the stage from Lou Eggibrecht to speak on hardware issues and MPEG.

All these facts and figures are very preliminary indeed and I have to stress that although the specifications are factual, most of the performance data is at best estimated as the chips don't even exist yet. (Well, they blew up the first set by connecting them the wrong way!). It is obvious that Commodore are proceeding at full pelt with the AAA chipset and its necessary OS upgrade, and when it is released into the consumer world is anyone's guess, but it is safe to say don't hold your breath, and above all DO NOT wait hoping for a miracle with an aging Amiga. Nothing in this report should prevent you from upgrading to an A1200 or A4000 if you want a substantially more powerful Amiga - you will be falling behind by trying that trick. Even without this information, anyone could predict that Commodore are enhancing their product line (everyone else is, even Atari and Apple) and technology is such that you never bring out a worse machine. Except the Plus 4...



Dave Haynie takes his test board everywhere he goes...

## scsi on the A4000

Development on AA systems has also continued at a fair old lick and the most obvious product is the A4091 SCSI controller for the A4000. Sorely missed on the motherboard, this device has the advantage of "Haynie Overkill" in the speed department and they reckon it to be the fastest SCSI board in the known universe, capable of incredible transfer rates, although a new Buster chip is required for the A4000. Most of the

machines were shipped with a socketed part but some of the early ones are surface mounted and that may cause a bit of grief.

Not needing the A4091 will

be the floor standing A4000T flagship dream machine. Positively bristling with expansion slots (8 to be exact) and a 250W power supply that plugs directly into the national grid, this has the SCSI on the motherboard and I want one so Santa had better leave some room.

## display enhancer

A pleasant surprise was the announcement of a AA display enhancer. What does this do, I hear you ask? The AA chips already de-interlace the hires pictures. Yes, but there are certain problems with multi-sync monitors, particularly the larger screen sizes, synching down to 15 Hz and also to maintain a 72 Hz output with lots of bitplanes stresses even the mighty A4000. The enhancer allows you to select lower display frequencies and the

hardware then does all the scan conversion to keep the monitor happy. A side effect of this is that its VRAM can be used as a passive 24-bit frame buffer.

## dsp

It's been no secret that the big C have been heavily into

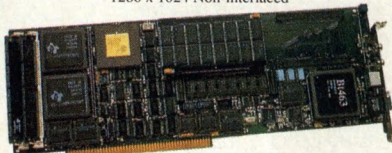
research regarding putting a digital signal processor (DSP) into Amigas as an optional extra. The Atari Falcon has a very old integer device and Apple are committed to a spiffing AT&T (yes, the phone home people) DSP3210. Now it would be no real surprise to see this totally awesome floating point chip on an add-on card for the A4000. The specifications are almost beyond description and the potential for heavy duty number crunching is amazing. Running at 50 MHz, the 3210 is capable of turning over 30 MFlops (my super fast '040 manages a couple on a good day with a tail wind). Makes you feel sort of humble when you add in the 3210 has its own multi-tasking operating system and can deal with 2 million interrupts per second. Even our great leader and editor can't manage that.





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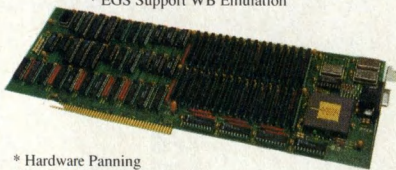


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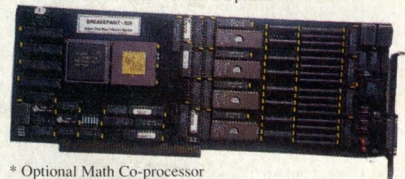


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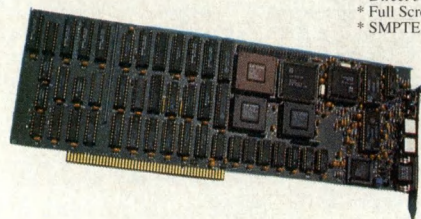
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c o n t i n u e d

68060

Whatever next? DSPs that work faster than a speeding bullet? Well, Motorola, since unleashing the 68040 powerhouse have been hard at it and, in an inspired bit of Intel jumping, have come out with the 68060 specifications. On hand at

**DEVCON '93 QUOTE**

**Jeff Porter: "CD is the way of the future and we want cross platform support on the range of Amigas."**

Devcon to give a bit of an introduction, the Motorola guys told us that first samples of this monstrous device will be available towards the end of the year and full production soon after. Initially the part will be clocked at 50 and 66 MHz but this should move towards an egg-frying 100 MHz as the product line "matures". Even the first chips will be 3-4 times speedier than the speediest '040! How such speed is achieved is well beyond the scope of this report but any serious processor-heads out there may be able to make some sense of "superscalar pipelining", which I think means that the processor is constantly trying to guess what's coming next, and uses its 8Kb caches to optimal efficiency. Power management facilities and a low operating voltage mean that portable machines (How about it guys?) should be able to house the creature.

## MPEG

Multimedia is really nothing without digital video and the industry standard protocol for this is called MPEG. Without going into details which can wait for another issue, this involves compressing video data into a compact digital form that can be stashed on a CD and displayed by a suitable computer, and there is no better candidate than the Amiga with its fast, video-oriented graphics. Commodore have been working on an MPEG player device and it was



The Commodore technical staff.

demonstrated by Jeff Porter to great effect. Digital Micronics, aided and abetted by Bill 'n' Dave from Chartscreen UK were on hand to demonstrate a similar product to similar gasps of admiration. Jeff's demo was over 5 minutes of full colour, full screen video running in a scrollable Workbench window. The impressive thing was it took only 50 Mb of data which is one tenth of a CD. Death to QuickTime.

## software

Retargettable graphics, the ability to seamlessly support alternative display boards was high on the agenda and Chris Green, graphics guru, pointed out that most of the 3.0 graphics library was now with this RTG in

**DEVCON '93 QUOTE**

**Carl Sassenrath, creator of CDTV: "The Amiga is ahead of its time in multimedia. CDTV is the future and strong for Commodore"**

mind. Much of the discussion about the OS centred around writing Amiga-friendly games. The attitude of Commodore is that the 1200 has the horsepower to enable programmers to work away from the chips which are undocumented and liable to change radically. The word is your code will not run on future chips if you hit the metal hard, as is the current practice. Personally, I see the games programmers largely ignoring this, reverse engineering the registers and sticking to the

method that has worked best for them. Toby Simpson of Millenium (Global Effect) put the case for the programmers despite being a stalwart of the OS but CATS has little sympathy for metal bashing. Hard drive support for games other thorny area which I've advocated in other articles,

## CDTV and CD

America has not, it is fair to say, warmed to the concept of CDTV as much as Europe, and paving the way has been the UK multimedia group spearheaded by Jim Mackonochie who explained in detail how CDTV was increasingly successful, aided by Jim Hawkins and the other old timer, Dave Parkinson. Jim was unable to do his famous party trick of cutting a CD from scratch in an hour (there was no cutter available or doubtless he'd have had a shot), but Dave was able to show off his Spooly device to a great reception in

what had to be the most entertaining of the talks I went to. Dave's chaotic style of presentation, using his infamous IFF slides contrasted with the sharp Scala offerings from the West Chester Bunch. Nonetheless it all worked smoothly when it came to the crunch, and the general consensus was that the sooner Spooly is part of the OS, the better, as it makes playing animations and samples so convenient for very little overhead. Nice one, Dave and good on Commodore for funding Spooly.



Commodore were very quick to point out that although sales of CDTV in the States were depressingly poor, CBM were still very committed to the concept of CD-ROM and it is their aim to provide every Amiga user with access to the technology and run CDTV titles. The player itself is likely to be updated at some point in the future, but again there are no prizes for guessing this - the what and when are completely open to debate. **a**

**DEVCON '93 QUOTE**

**Jeff Porter: "Nothing from Commodore is ever final - even after shipping".**

## Conclusion

I can't stress enough the importance of keeping the revelations from Commodore in context. Changes to the Amiga are a long way off, but they will happen. ECS machines are not long for this world although A600s continue to be produced and this will be the case "as long as there's a market". To put this in perspective, the C64 still sells in the UK. Developer status has its advantages and quite honestly there should be many

more games programmers among the fold to keep the Amiga bandwagon moving. Hardware hacks are a thing of the past, in general, and proper interaction with the operating system is the best way to get things done. Thanks to the staff at CATS both here and in the US, and also congratulations to the engineering people for just coming up with the goods time and time again. Only the Amiga makes it possible.



# G • LOCK

**There's a powerful new genlock which looks likely to become the video enthusiast's best buddy, as Gary Fenton discovers.**

**G**VP have always been an inspiration in Amiga peripheral technology. And their new G Lock is certainly an inspiring piece of kit which offers so much for so little. It's essentially a genlock which synchronises the video signal from an Amiga with the video signal from another source, such as a VCR. However, Amiga genlocks have many more features built-in than those that the BBC would use.

## good connections

As it stands, or sits, G Lock is very small indeed - just a bit smaller than a slimline floppy disk drive. Socketry is ample with two composite inputs, one YC (Hi8/SVHS) input, two mono audio inputs, one composite output, one mono audio output, a YC output, and a clean RGB output to your monitor.

The only connections to your Amiga (any Amiga model) are through the RGB video port and the joystick port (presumably for extra power). G Lock, being quite small and neatly designed, will fit comfortably next to, or on top of, your Amiga. It may not blend in with the Amiga's cream decor, but it takes the appearance of an impressive "black box" nonetheless.

## features

The G Lock software gives direct control over the

hardware. The amount of features that it offers the user depends upon the Amiga model being used. Amigas with Workbench 1.3 don't have the wonderful definable macro facilities offered by Workbench 2 and 3 machines. Also, 1.3 Amiga owners can't write programs for the genlock via ARexx (unless you buy ARexx separately) and you won't even get masking and chromakey effects.

Did I say chromakey? I think GVP are misleading Workbench 2 and 3 owners by using the word chromakey. What the G Lock software does, using "chromakey", is to mask out individual registered colours of an Amiga screen. Up to 32 colours can be picked out with ECS Amigas and up to 256 with AA Amigas. Alternatively, bitplane masking can be switched on, but neither of these features are available on 1.3 machines. (Time to upgrade?)

G Lock's main control panel houses four active sliders; brightness, contrast, colour hue, and saturation. Moving these sliders will adjust the video picture accordingly in real time thanks to G Lock's video processor. Four buttons will switch between Overlay mode, Inverse, Amiga only and Video only. An advanced selection of panels will provide detailed control over gain, subcarrier phase, luma delay, and many more technical options. Complete re-colouring of the video input is possible and so too are various (limited) special effects.



G•Lock - not just a pretty face...

## sound

Two mono audio inputs can be fed through into G Lock and out via a single mono phono socket. The audio control panel presents you with volume, bass and treble sliders, and buttons to select channel one, two, or a mix of both inputs. Sadly it's not stereo but it should be regarded as a bonus feature, especially for the asking price!

## conclusion

Well, my word! What an incredible piece of video technology! It certainly is the best genlock I've used for under £1000. Keyed Amiga graphics show a sharp edges with virtually no colour washing. Even if there were, you could correct it using the numerous software

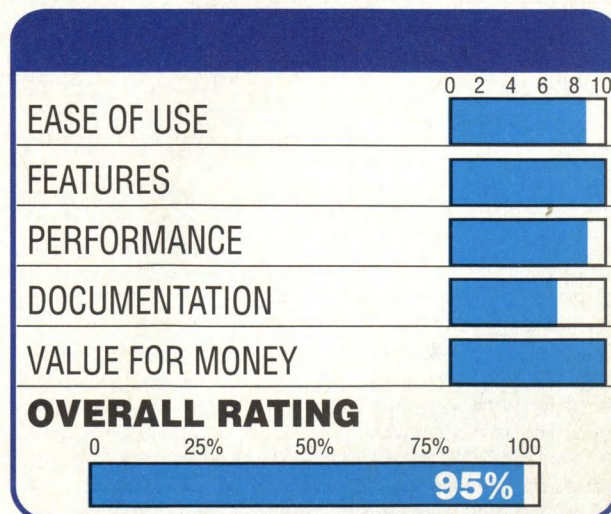
controls. The inclusion of ARexx means you can write scripts to fade video in and out or anything else that could be automated. (You can even use G Lock as an RGB splitter or Secam to PAL transcoder!)

It's not just the quality of G Lock's output that makes it worth its weight in cash, but also the inclusion of YC socketry and sound control

facilities. If you need to buy a Genlock then make sure you consider G Lock first. **a**

## Info

Price: £299.00  
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**A** miga floppy disk access is not renowned for its speed or smoothness, almost every operation is accompanied by the inevitable grinding, clunking sounds which can range from muffled bumps to a disconcerting rattle as the drive seemingly shakes itself to pieces.

The problem gets worse if a disk is subjected to a large amount of filing operations, the structure becomes messy and

containing a few utilities. The version I tested was V4.13, the main changes to previous versions being a spruced up interface and increased reliability and compatibility.

B.A.D is cleverly designed to utilize the maximum resources available and will support RAD and "virtual memory", more of which later.

In practice, most of the technical aspects of disk crunching can be ignored.

## **Fed up with slow and noisy disk access? Patrick**

### **Howlett tests a new version of a top disk optimizer.**

files often have to be split across several parts of the disk. This results in increased access times and painfully slow window and directory operations as the drive head travels all over the disk, bouncing off the head stop and generally having a frantic time. Hard disks are prone to this performance degradation although it's less noticeable and since the cause is invisible (and normal) most users simply learn to live with it.

If however, you're wondering what can be done to improve the situation the answer is to have a go at tidying everything up. To do this you need a disk optimizer (and a vacuum cleaner!).

B.A.D from Centaur is just that. It's a disk optimizer (not a vacuum cleaner) that is claimed to turn your floppies into "smooth, cool speed demons" and give your hard disk a satisfying turn of speed. As with all disk re-organisers and optimizers, the overall transfer rate of data will not be increased but considerable improvements in window, icon and directory operations should be possible and B.A.D is said virtually to eliminate disk thrashing which is good news for your long suffering drives.

### **cleverly designed**

The program is supplied on a single floppy which is un-copy-protected allowing backup and hard disk installation.

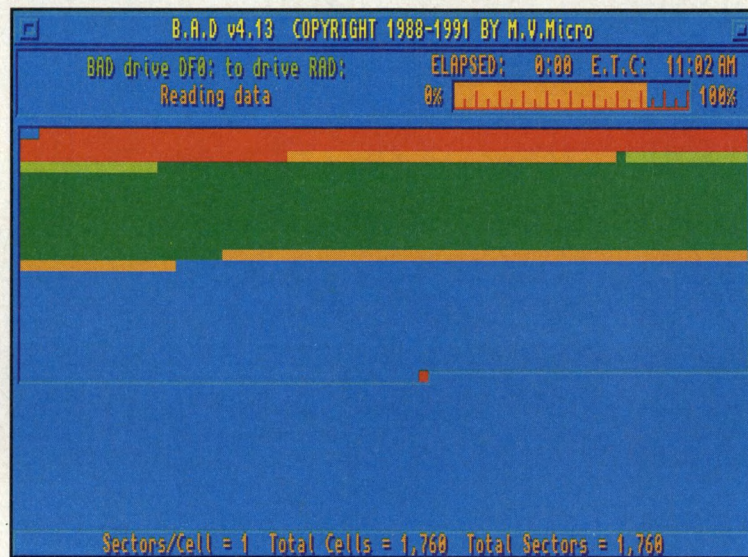
The disk contains the main program, some supplementary README files and a PD drawer

B.A.D is dead easy to use although careful planning is essential just in case anything should go wrong.

Running B.A.D presents the user with a simple display consisting of a control panel at the top of the screen and a grid display at the bottom. The control panel contains five gadgets and a display of elapsed time, estimated time of completion and a fuel gauge indicating percent completion.

### **3 modes**

B.A.D has three modes of operation, selected using the mode gadget. Test mode performs a detailed analysis of the disk structure and is used for error testing and graphical display of free disk space. Workbench mode is the default and should be used for processing disks that operate under workbench, in this mode all files ending in .INFO are



BAD's processing screen.

enabled) and any non-standard features of the disk structure could cause problems. This rules out most games disks and copy protected software for use with B.A.D.

The source and destination gadgets are used to select the desired drives, the default being

recommend sticking with the default values.

I chose several disks for my optimization tests and started with a copy of Workbench, to be processed in the internal drive using Workbench mode. This is a very slow procedure as the program must constantly swap data between the disk and memory, the manual quotes times of 30-45 minutes for a full disk and I was pleasantly surprised when my 80% full disk was done in 20 minutes.

### **colour stages**

During this time the grid display gradually fills up with blocks which change colour from blue through red, orange, yellow, dark green and light green indicating the stages of processing of each cell. This gives a visual indication of progress but after a couple of minutes it's best to go and make a cup of tea!

given special priority resulting in faster window operations. CLI mode can be used to optimize disks that use CLI commands such as "list", "dir", "type" and so on. The speed of these commands will be increased but window operation speed will remain the same.

B.A.D will only work with standard Amigados format disks (which does not include WB3.00 disks with directory caching

DF0: to DF0: which performs processing in-situ. The "virtual" gadget selects which device will be used for "virtual memory", but if you haven't got a hard drive then you can forget about this (it just specifies which floppy can be used for temporary storage of large files from the hard disk as the reshuffling takes place). The memory requestors which pop-up for every disk are also largely redundant as Centaur

**B.A.D is dead easy to use although careful**

**planning is essential just in case anything should**

**go wrong.**



# D

Using two drives is much more satisfactory. The source is unaffected and an optimized disk will be produced in the destination drive in 2-3 minutes. However, single drive users take note, if you have 1 meg or more of RAM then you are in luck.

Configuring the RAD as an 880K drive will enable you to process the disk directly to RAD and then diskcopy back to DF0.

Running tests on my optimized Workbench disk revealed an overall increase in

DiskX
Unit
Show As...
Go To...
Special

Block shown as:
Write Block to Output File
Close Output File
Attempt to Recover File

Disk name: B.A.D
BitMap at: 946
Bitmap is: Valid
Changed Date: Sunday, January 1, 1978
Creation Date: Friday, April 26, 1991

880
40
0
0
Block
Track
Sector
Head
Find...
Write
Quit
Offset:
Value:
Type: Root Block
Checksum: OK

In times of trouble BAD offers you the solution with DiskX.

main advantage gained from the Workbench processing. I processed several other disks for use under Workbench and was pleased with the results although once a program is running (such as DPaint) calling up a file requestor and loading a

I chose several disks

for my optimization

tests and started with

a copy of Workbench.

effect was immediately obvious. Again, not just the access times are improved, it's only really in use that the effect becomes apparent.

# IS GOOD

speed of about 40% when going from an inserted disk to all windows open. The real improvements are with the window operations. They are a lot quicker and there is no annoying delay as you open windows. The disk operation is smooth and icons really do appear very quickly. This gives a much better feel to the Workbench interface and is the

file is not really much faster, just a bit smoother.

The CLI mode offers much faster directory listings and access to commands that will be in the C directory. I processed a C language disk that was 95% full in 2 minutes and once in the Shell tried a "DIR". The improvement is considerable although not as great as Centaur would have us believe. It will not

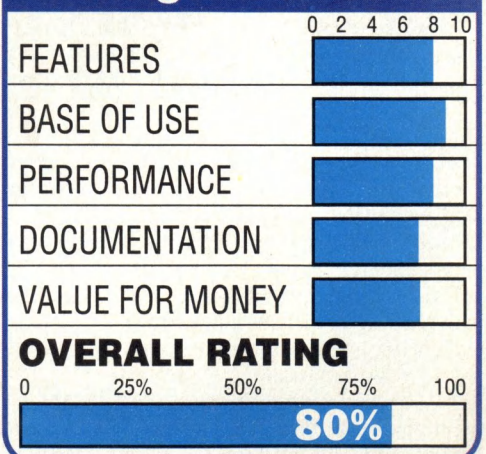
really give hard disk-like performance from a floppy although the X2 increase I had is nothing to be sniffed at.

For my final test I optimized the 120mb A530 turbo that I use for work. This is a very fast hard drive and I didn't think I would notice any increase in speed. Surprisingly I did. Processing the drive took 2 hours but the

## conclusion

All in all, this must be one of the most effective disk optimizers available and although a touch pricey, is invaluable for users who perform a lot of disk operations. **a**

## Ratings: Out of 10



### At a glance...

Disks	Optimisation time	% Windows	speed increase Cli
Workbench	2 minutes	40	nil
C language	2 mins 45 secs	20	80
Dpaint II	2 minutes	45	nil
Scribble	1 min 45 secs	35	10
120mb hard disk (60% full)	2 hrs 15 mins	20	10

The performance figures don't really give justice to BAD.

## INFO

Price £39.95  
Contact: HB Marketing  
3 Poyle  
14 Newlands Drive  
Coinbrooke, Slough,  
Berks, SL3 ODX  
Tel : 0753 686000



**I**magine doing all the lightning fast, multibillions of calculations that an Amiga executes in split seconds with consummate ease... No, not through the magic of silicon and the ingenuity of Motorola and its 68000s but using hand written calculations - or worse still, as a form of mental arithmetic... Oh no, it's painful just to think about it. Yet at the turn of the 19th century, at about the time when Einstein was working out the General Theory of Relativity, some other mathematicians were studying the behaviour not of atoms and electrons which were to lead to the creation of computers but of fractals. For all they knew at that time fractals would turn out to be as

which goes on forever and ever and ever and...)

## crinkles

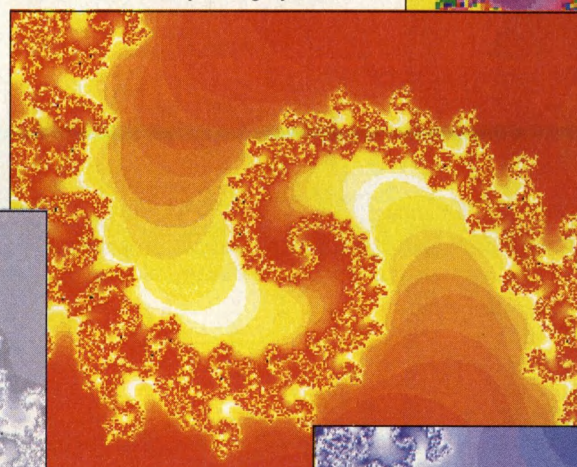
As Nettleship points out, the coastline of Britain is an example of a fractal in nature. It has, if you travel around it, an (almost!) infinite number of details. Yet if you look closely enough its level of "crinkliness" stays roughly the



Silver fractals, anyone?

important as the calculations of Einstein. One name that has remained from those early fractalian explorers is Gaston Julia who was one of the discoverers of the first fractal "sets".

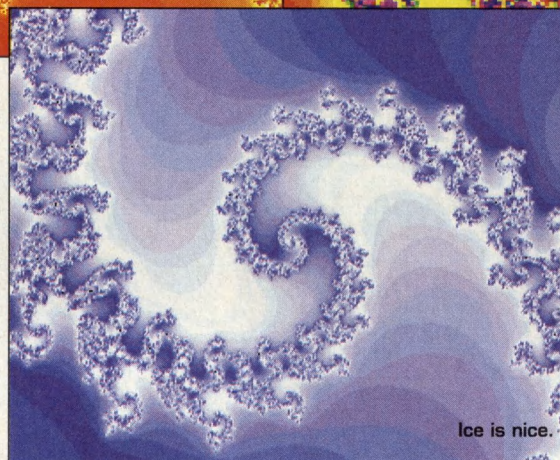
Fractal is a term created by Benoit Mandelbrot in 1975.



Fractality has a range of preset colours

same at any scale - if you are using, say, a ten mile to the inch for river mouths, 10 metres to the inch for rocks or 10 millimetres to the inch for grains of sand.

Anything that has enough crinkles can be a fractal. Mountains, leaves like ferns, the arteries, veins or capillaries that carry



Ice is nice.

can even have in movement with the animation device that Fractality includes.

Fractality also lets you uncover the delights of Julia. The Julia sets are like Mandelbrots but are symmetrical and although less varied than

# FRACTUALITY

**Want to create a supernova or a fantastic object of art? Martin Witton becomes a spaced out oddity with a program that paints by numbers.**

According to Thomas Nettleship, the 20 year old student who wrote Fractality, a fractal is "some object which is infinitely detailed, with a level of complexity which remains consistent on every scale." What I think he means by that is that as a fractal is a mathematical invention whichever part of it you look at, the detail remains the same. (I don't like the word "infinitely". It may be mathematically correct but I can't get my mind around something

blood around the human body.

Nettleship's Fractality is simply a program that allows you to create your own fractals using a very user friendly interface to save you all the trouble that those maddened mathematicians like Gaston Julia must have had at the beginning of the century.

What's Fractality for? Well, just that. Making fractals. And why should anyone want to do that? Well, I can only say that until you

have created a fractal, my friend, you haven't lived. It's a combination of art and science. You just input whatever figures you choose on the control screen provided and the wonders of - er - not exactly nature are revealed to you their creator. Or should it be Creator?

And with Fractality you can create fractals that once you are satisfied with them can be imported into other programs that you want to illustrate with these marvels. You

Mandelbrots have their own beauty.

Because that is what we are talking about here. It's not a series of dry mathematical formulae but the astonishingly beautiful results of complex calculations. You can, in fact, with Fractality's ease of use, almost forget about the maths aspect and just go for it like a paint program.

Sometimes when people ask me what home computers are used for in addition to games, I tell them



the simple method of entering a few numbers. You don't like what you see? Enter a different number... or a different number...or a different number. And the stunning colours and shapes of space-like clouds, illuminated black holes,

destroy - or shall I create? - a galaxy out past Alpha Centauri...

With Fractality you can cycle colours or even animate the fractals. And you should see the stunning animation effects it produces, which can then be imported into other programs. It is claimed to support all Amigas. It certainly runs on A500s and Pluses too. It allows 24 Bit IFF output and has 16 million colours

**Everyone should have a  
fractal creator - or be  
one - if only for the  
sense of power and  
relaxation it gives.**

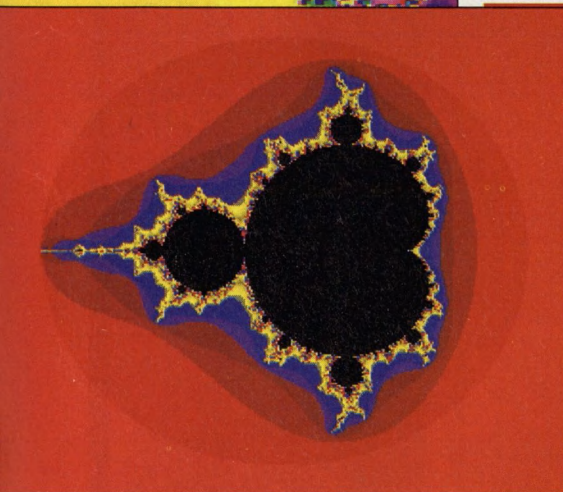
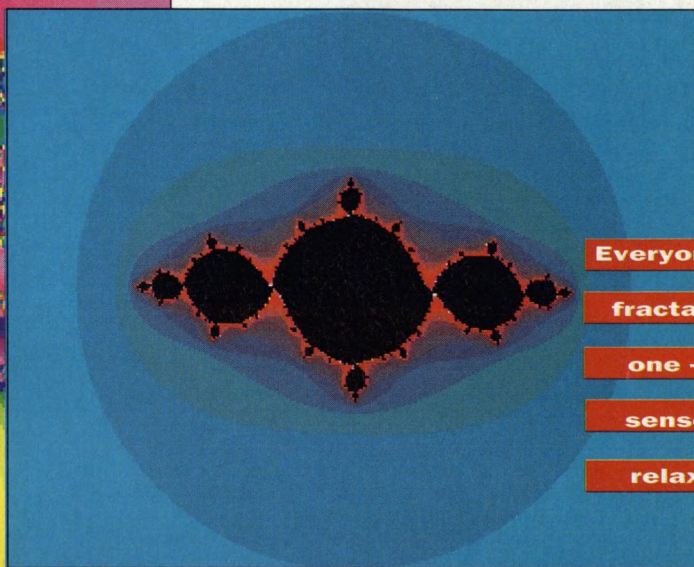
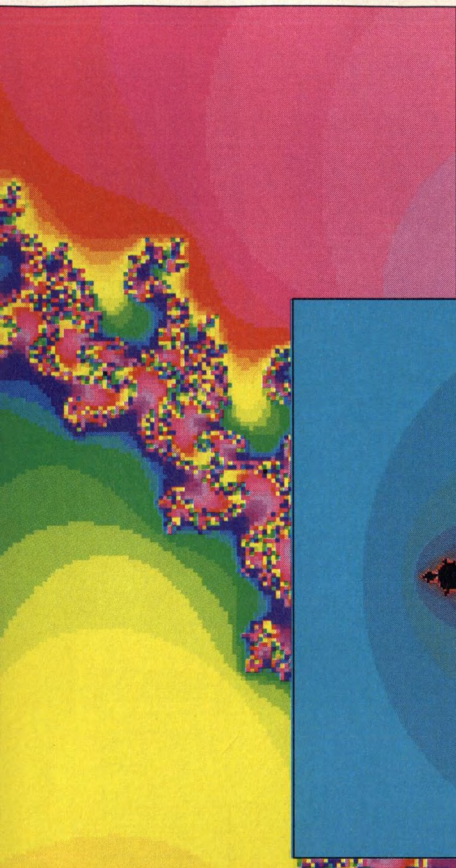
The Julia set ready to explore.

As a special concession to AUI readers, HiQ the publishers of Fractality will give any AUI reader ordering Fractality £5 off the price on mentioning the magazine

## INFO

Price: £24.95  
(see box for special AUI reader price)

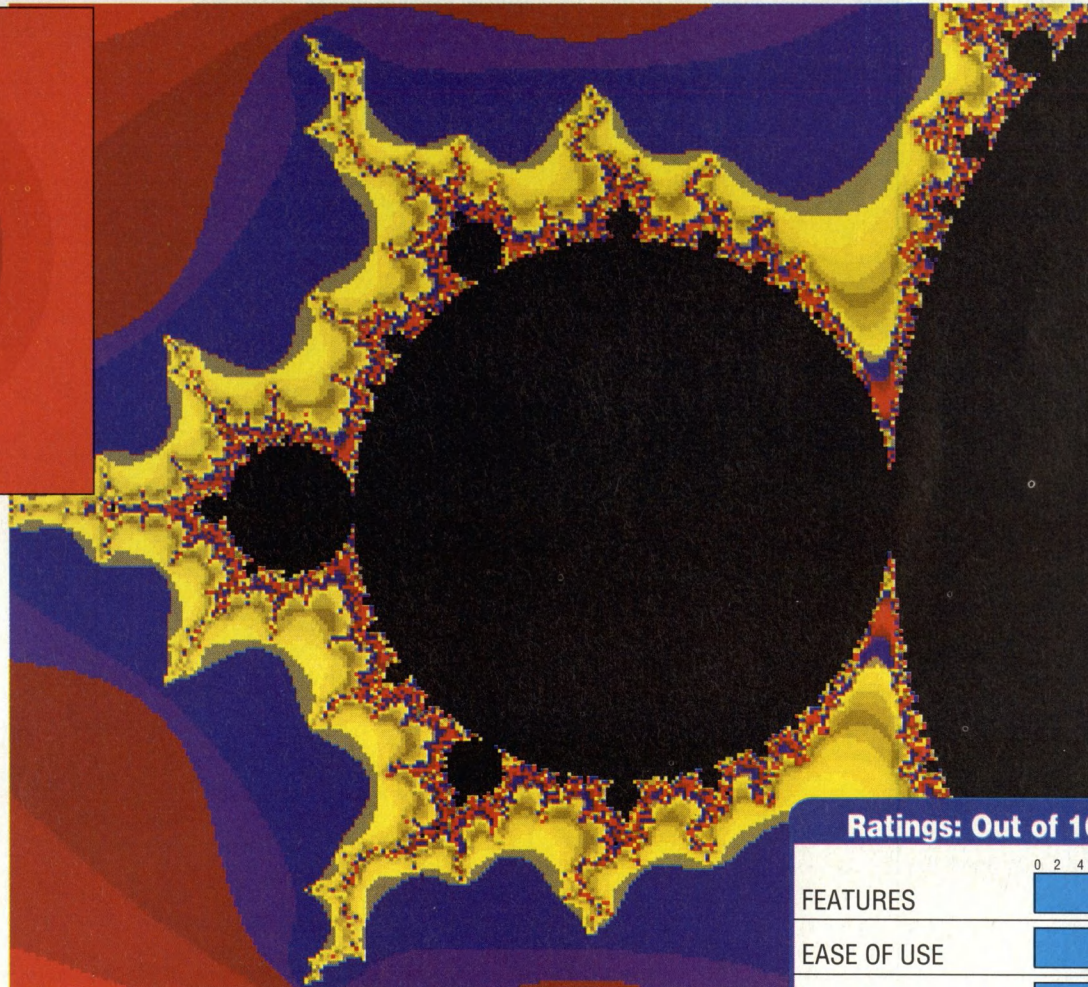
Contact: HiQ Ltd  
176 Kenton Lane,  
Harrow,  
Middx HA2 8SU  
Tel: 081 909 2092



The preset Mandelbrot image

## Zoom

One of the pleasures of Fractality is its ability to zoom in on sections of a fractal. You can then see more and more detail of the Mandelbrot set - the fractal. As you zoom in, you discover that each of the sections is a kind of "baby" of the larger version, having the same basic shape. Mathematically, as Nettlebrot tells us - and I think it's worth taking his word - it should be possible to zoom in for ever without the convoluted crinkles becoming smooth.



Zooming in on the preset image reveals more detail

that paint programs are one of their most exciting uses. What, they ask, do people want to use paint programs for? What, I reply, do they use paints for? They create, or attempt to create, beautiful representations of objects or objects of beauty in their own right.

The astonishing thing about Fractality is that you can create beautiful, very beautiful objects by

exploding supernovas are presented to you on your screen. Oddly, as these fractals are so often found among natural things, they appear to resemble most closely the special effects of science fiction or fantasy films. That may be why when you have them explode on your screen you begin to feel God-like. I think I'll

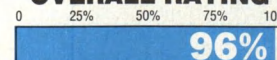
with full palette control.

Everyone should have a fractal creator - or be one - if only for the sense of power and relaxation it gives. Fractality's so easy to use that even a child could master it in a few minutes. and at this price it is in everyone's reach. Yes, Fractality is brilliantly simple and simply brilliant. **a**

## Ratings: Out of 10

	0 2 4 6 8 10
FEATURES	<div></div>
EASE OF USE	<div></div>
SPEED	<div></div>
PERFORMANCE	<div></div>
DOCUMENTATION	<div></div>
VALUE FOR MONEY	<div></div>

## OVERALL RATING





# EXPERIENCE GOODBYE

**Hartmut  
Schumacher (still  
our man in a unified  
Berlin) test drives a  
new drawing program  
aimed at DTP users.**

**D**esktop publishing programs for the Amiga are getting more and more powerful; with "PageStream", "Professional Page", "Saxon Publisher" and "Page Setter II" on the market, you should be able to find the ideal software for every purse and purpose.

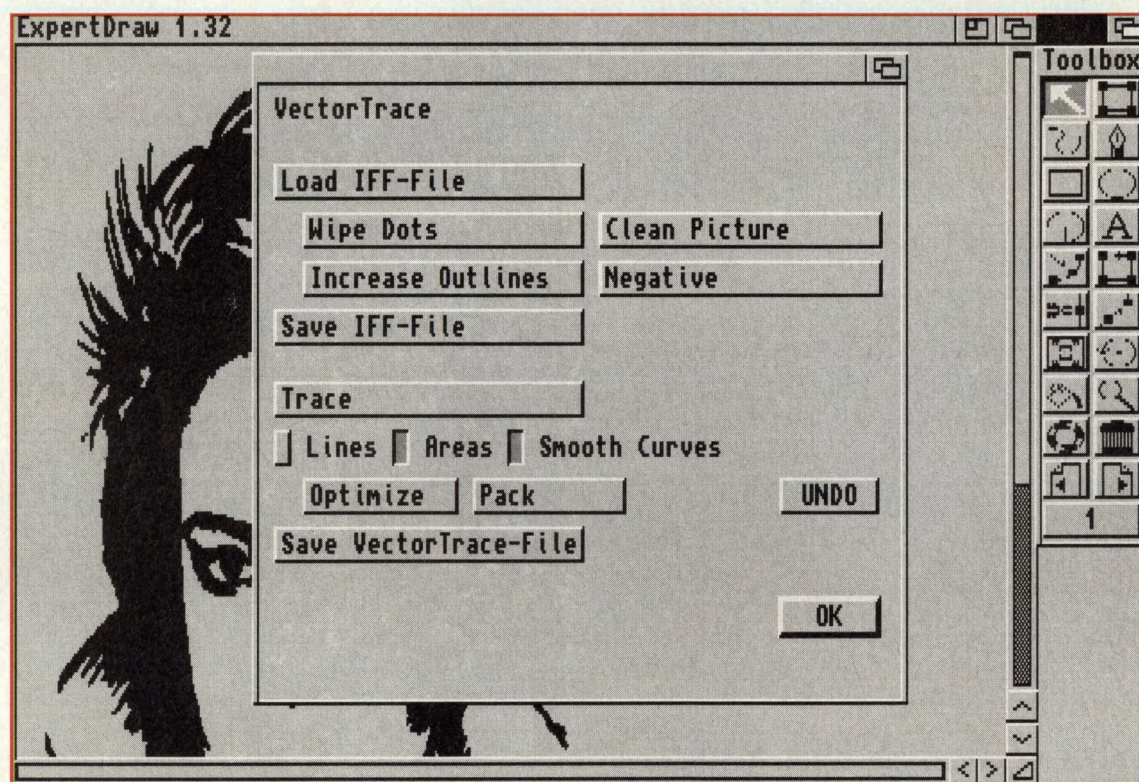
All these programs offer basic drawing functions, which are sufficient for adding simple graphical elements to your DTP documents. But if you want to produce more complex graphics, you need to buy an additional draw program.

## bitmaps vs vectors

Tried and tested graphic programs like "Deluxe Paint" and "DigiPaint", however, aren't well suited for DTP purposes. They are bitmap orientated, which is a clever way of saying their pictures are composed of many single dots. If you magnify such pictures (and outputting them to a high density printer or Linotype MEANS magnifying) you create the dreaded jaggie effect - the pictures look frayed and coarse-grained. Which isn't exactly the ideal quality for high quality DTP documents.

Programs like "Expert Draw", "Professional Draw" "DesignWorks" or "Art Expression" (see review in March AUI), on the other hand work vector orientated. This means drawn objects are defined by corner points and their connecting lines. So magnification doesn't lead to loss of quality, and even better, the final quality of a picture depends solely on the resolution of the output device. And these days with the growing number of bureaux who accept PostScript you can get genuinely professional output at a relatively low cost.

Gold Vision's "Expert Draw" needs at least 1 MByte of RAM. You could use the program with a single floppy drive, but since the "Expert Draw" disk isn't bootable, an additional drive saves you some disk changes. A hard disk is nice,



"Expert Draw"s stylish 3-D interface.

as always, but you can do without. If you plan to do serious (or even half serious) desktop publishing, however, a hard disk is one of the most essential things to buy, without it, you spend more time waiting for your floppy drives than creating your documents.

The user interface adopts the grey 3-D design of the Workbench 2.0 (see picture 1). Most of the screen is, of course, occupied by the drawing area. On the right side, there is a Toolbox that allows you to access the drawing functions by clicking on the gadgets it contains. Some other functions have to be selected via the menu bar. Most of the menu items and drawing functions can also be activated by keyboard shortcuts.

## faster, stranger..

All the basic drawing functions are available: freehand, curve, polygon,

rectangle, and ellipse. In addition, you can select single points, whole objects, and groups of objects to rotate, distort, reposition, scale, or delete them. There is also a "magnifying glass" and an undo function (symbolized by a life-buoy). You can assign attributes like the fill colour, the line colour and the line width to your objects.

The speed of the program (though some functions are faster than "Professional Draw's") is quite slow on a 68000 Amiga. This is regrettable, but doesn't carry too much weight, since the target group of the program - i.e. DTP users - can anyway hardly do without an acceleration card. To speed up Expert Draw's somewhat leisurely working pace, you can switch to the black and white mode and let the program display the objects as wireframe models.

There are six different view modes: Full Page, Full Width, 50%,

200%, Variable, and Window. The last two can be defined by the user. If you need help while creating a layout you can let the program put a "magnetic" grid over your picture or display the mouse coordinates and a ruler. "Expert Draw" offers five measuring systems to choose from: inches, centimeters, millimeters, points, and real.

The program comes with two scalable fonts (Helvetica and Times). You can rotate a text or align it to a curve, which is a very impressive and useful function. It is not possible, however, to type directly on the drawing area; you have to enter your text in a string gadget before you can position it on the screen.

"Expert Draw" can use all fonts of the popular Adobe Type 1. Gold Vision's U.K. distributor Genisoft offers additional font packages at 39.95 each. The program can import (load) graphics of the



# RT DRAW

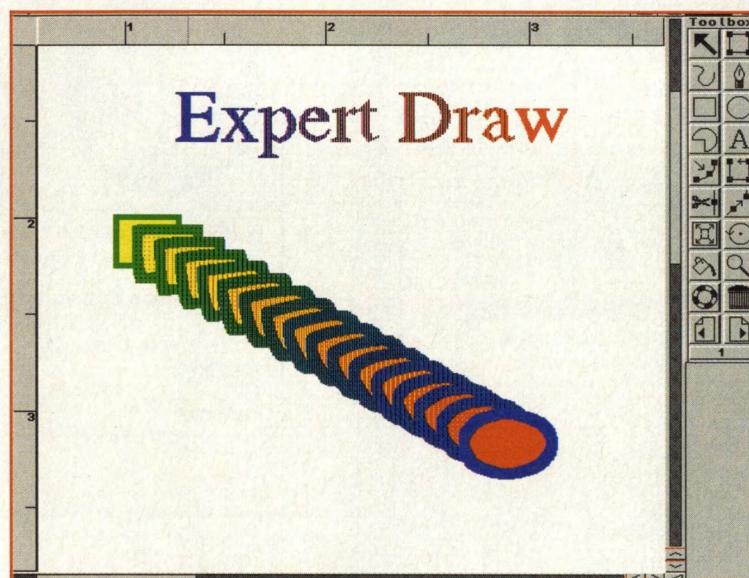
## TO PIXEL JAGGIES

formats "Aegis-Draw", "ProDraw-Clip", and "VectorTrace" and can export (save) them in the formats "Encapsulated PostScript", "ProDraw-Clip", and "IFF ILBM". This guarantees compatibility with all Amiga DTP programs.

In spite of the advantages of

### bitmaps

vector graphics (also called structured graphics) over bitmap pictures, many graphics are available as bitmap orientated IFF pictures (e.g. scanned pictures). To be able to use these graphics in DTP programs with no loss of quality, "Expert Draw" provides a menu item called "VectorTrace".



"Color Blend" and "Metamorphosis" at work.



"VectorTrace" converts bitmap pictures to structured graphics.

Like Gold Vision's standalone program of the same name this function converts two-coloured pictures to structured graphics (see picture 2). If you obey some rules listed in the manual you can get very good results using this

method.

Two additional "special functions" also produce quite spectacular and impressive effects: "Metamorphosis" changes one object into another (e.g. a rectangle into a circle) by creating the

intermediate states. The same kind of thing that programs like ASDG's "MorphPlus". This process also takes into account the line colour, the fill colour, and the line width (see lower half of picture 3). The function "Color Blend" can be applied to groups of objects and creates a smooth colour transition between the colours of the first and of the last object (see upper half of picture 3).

"Expert Draw" supports the preferences printers, PostScript printers, HPGL plotters, HP LaserJet compatibles, and the deservedly popular HP DeskJet 500C. You can mirror a printout, x- and y-scale it, invert it, and redirect it to a file; but unfortunately the program offers no colour separation or output to a typesetting machine.

### conclusion

"Power users" (i.e. users with money and/or professional ambitions) might find the limited output possibilities annoying; however, for most amateur (in the

positive sense of the word) DTP fans, they are quite adequate.

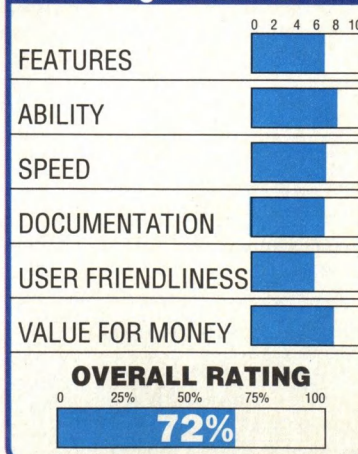
The version 3.0 of Gold Disk's "Professional Draw" is more powerful than "Expert Draw" (e.g. it has better text editing functions, a colour vector tracer, "ARexx" support, and colour separation) - but also considerably more expensive.

So, if, "Professional Draw" or any of the other vector graphics packages are too expensive for you and you nonetheless need to incorporate structured drawings in your DTP documents or to convert bitmap pictures, then "Expert Draw" is a very recommendable program. **a**

### INFO

Price: £69.95  
Contact: Genisoft,  
Unit 3, Poyle 14,  
Newlands Drive,  
Colnbrook, Berks. SL3 0DX,  
Tel: 0753 686000

### Ratings: Out of 10





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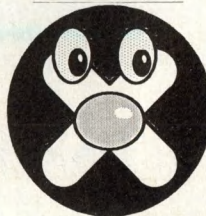
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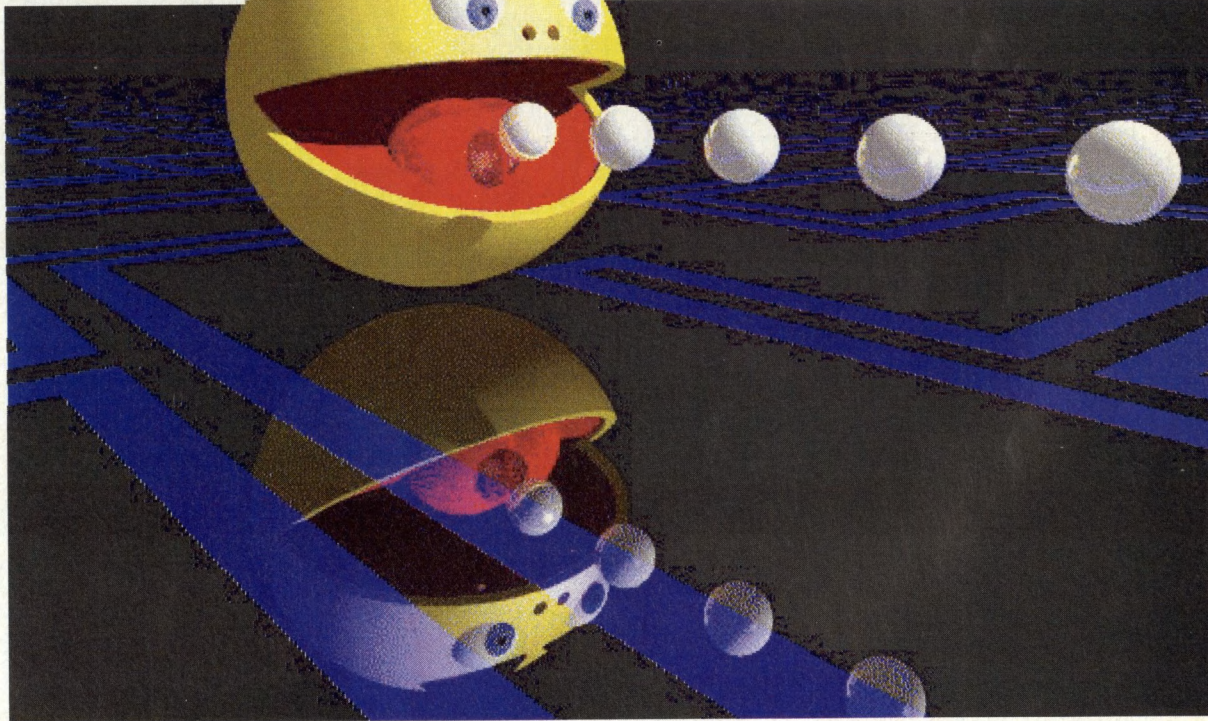
# DPaint V PPaint

**J**ust about everyone who has ever used an Amiga has used Deluxe Paint. It was one of the first Amiga applications, and was responsible for much of the success of the machine. The picture of Tutenkamen's death mask supplied with the package became an Amiga 'trademark' image, and had that Wow! factor which made the Amiga so desirable back in 1986. Produced by Electronic Arts, initial creators of the IFF standard, it was the jewel in the Amiga's crown. It was better specified and easier to use than Mac Paint (then a black and white only program for the Macintosh) or Neochrome (Atari's paint effort for the ST). This was partly due to the power of the Amiga.

The first version was followed by Deluxe Paint II in 1987, which added a few painting modes and perspective - which was new to any platform. Deluxe Paint III, released in 1989, added animation to the list of features. By then, however, there was some competition in the Amiga paint market; Photon Paint and DigiPaint were both a success in the area Deluxe Paint neglected - 4096 colour HAM images (although Electronic Arts had its own competing HAM package - Deluxe PhotoLab) and competition on other platforms, particularly the Macintosh, had improved.

Electronic Arts were slow to incorporate the new Amiga features, such as ECS modes and Workbench 2.0 interface. And, surprisingly, they didn't incorporate the newer additions to the IFF standard, such as 24bit read/write, dots-per-inch settings (very useful for printing) and colour mapping.

The current version, DPaint IV, was released a year ago with a big



One of the lively pictures included with Personal Paint

fanfare. The major new feature was the addition of HAM painting, meaning for the first time you could paint in all Amiga modes within one program. More recent releases were 4.1 - essentially a bug-fix with an improvement in font support under Workbench 2.0 - and now DPaint IV AGA - which adds support for the new Amiga graphics modes, including HAM8.

## slow

Other than that improvement, DPaint hasn't changed much. Support for pressure sensitive graphics tablets has been added. Animation play back speed is still slow, especially when compared to

Scala, which managed to play a HAM8 animation twice as fast as DPaint. In fact, the whole program is now slow. Between early incarnations of the program there was always an effort to improve the speed of processing but this doesn't seem to be the case any longer. It is not possible even to recommend an accelerator to alleviate the problem, because most of these operations are maths intensive, and no, DPaint doesn't take advantage of a maths coprocessor.

For instance, a full screen gradient fill in Hi Res Interlace (640x512), using only 16 colours and no dithering, took 47 seconds on a 25mhz '030 equipped A3000. The same operation in AdPro, (using the 'Backline' operator) took

only ten seconds, except ADPro was using 256 colours, AND then converting them into a 16 colour image. This slowness is apparent all the time when using DPaint now, and can really get in the way of the creative process. To be fair, DPaint is much more useable in 32 colour Lo-Res modes, but higher resolutions, or modes with more colours, such as HAM and HAM8, it often slows almost to a crawl. It still can't support animations with different palettes on every frame. And there's no AREXX or JPEG support. Nonetheless, it is currently the only paint program available that can use all of the Amiga's graphics modes and edit animations.



## personal paint

Personal Paint is an interesting new paint program from Italy. For reasons which I can't quite work out, I got this strange feeling of *deja vu*. Maybe it was the name 'PPaint' - it seemed oddly familiar. Or how I just happened to know all the keyboard short cuts without looking them up in the manual first. I got the feeling I had seen the toolbox icons somewhere before...

Seriously though, it would be unfair to label this program a clone of Deluxe Paint. In many ways it is more highly specified than the Electronic Arts offering today.

Personal Paint will operate in all Amiga modes except HAM and HAM8. AGA 64, 128 and 256 colour modes are supported. And there's no animation facility. Or perspective. But there are some powerful image processing functions (see the picture) and lots of other features which may make it worth considering against DPaint, depending on your specific needs.

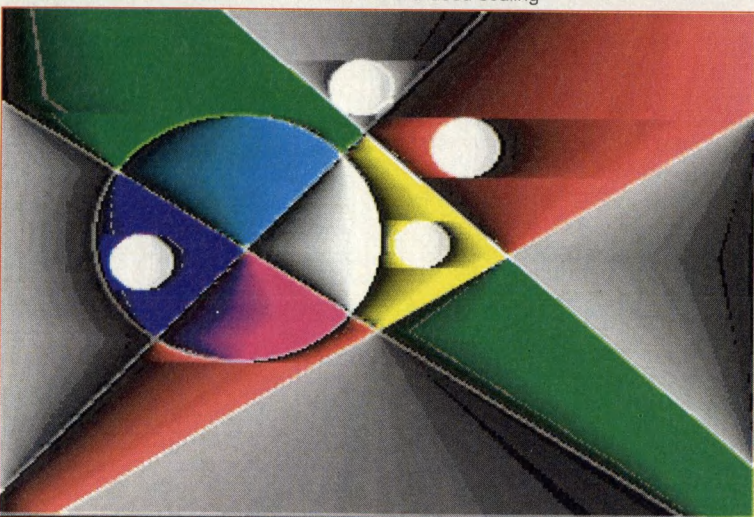
Speed is generally an



Personal Paint's anti-aliased scaling



Personal Paint in action



Deluxe Paint HAM8 gradient fills

improvement over DPaint, but not a huge one. The gradient fill test used above took 32 seconds, although PPaint was employing dithering, which would have added some computation time. The image processing functions operate reasonably fast considering what they are doing.

Text facilities are better in PPaint. You can right justify text or centre it automatically. You can also load text in from the clipboard.

I like the gradient fills. It is easier to specify the colours used because you can click on them in the palette while the requester is up. You can also use dithered pattern fills, which are useful if you are working in mono.

You can have up to nine



brushes in memory at once but you can't copy them from one to another without saving them to disk and reloading them as another brush or using the clipboard. You can cut them out using either the rectangle method or a freehand method for irregular shaped brushes - but this method is very cumbersome and prone to error.

I much prefer the way DPaint handles irregular brushes - you draw the shape with line segments, but ideally you should get a full set of structured drawing tools to define the shape and edit it before finally accepting it. Also, some sort of facility for pulling brushes out of

complex backgrounds a la OpalPaint 'Magic Wand' feature) would be much appreciated.

## color average

One feature worth raving about is 'Color Average Resize' - I call it 'Anti-Aliased scaling' - both terms are pretty strange so I'll try to explain.

Normally, when you scale a brush down, the paint program simply removes pixels from the brush. If you were halving a brush, for instance, it would move every other pixel horizontally (to halve the

with the Move and Anti Aliasing features, but then it is very difficult to work out exactly what size your brush is going to end up).

## postscript 2

PPaint can read and write GIF and PCX images as well as IFF, and it also offers a file encryption facility. It can even save images as C source code, which is a real help to programmers, who normally have to use a separate utility to do that. Other interesting features include grabbing screens from other programs (they must be multitasking with PPaint for this to work) and the first PostScript Level 2 driver I have seen on any platform, which should yield superior results if you are lucky enough to own a colour laser printer equipped with PostScript Level 2!

And now the burning question rears its head: is Personal Paint better than Deluxe Paint. A difficult

question to answer. If you don't need to edit animations, and you don't need HAM or HAM8, and you can live without perspective, it's certainly worth giving a go. If you already have the current version of DPaint however, it isn't worth switching over.

Personal Paint is very impressive for a newcomer, and if Cloanto develop it I can see it evolving into a great program. It needs animation and AREXX support, and the ability to read and write JPEG files. HAM and HAM8 are not that urgent in my view, as you have to think technically rather than artistically to avoid the fringing problem. Ideally, paint programs should be able to load, save, and work internally in 24 bit, and allow the user to display the image in the format desired. This would mean you could edit a 24bit picture on a standard Amiga and then display it in its full glory on a more powerful machine.

## Easy Access

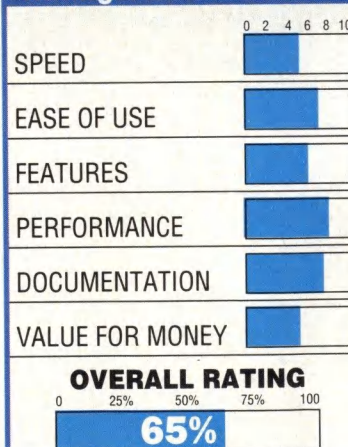
**AREXX** - A simple programming language, bundled with Workbench 2.0 and up, that allows programs to communicate with each other. You can use it to write scripts to perform operations automatically. For instance, you could write a script which used a ray-tracing program to create several individual frames for an animation, load these frames into an image processor, perform some effects on them, and then join them together into an animation. Almost all new Amiga applications have AREXX support and it's a crying shame that neither of these programs do.

**HAM** - Hold And Modify - an Amiga graphics 'trick' which manages to display up to 4096 colours at once using only 6 bits per pixel (would normally require 12) but at the expense of fringing.

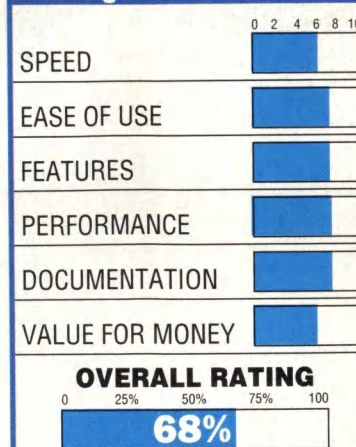
**HAM8** - a new version of HAM, on AGA machines (1200 + 4000). Does the same trick but gives you 262,144 colours with 8 bits per pixel. Still fringes but not as severely as the original HAM.

**JPEG** - Joint Photographic Expert Group - a committee which designed a wonderful picture format which could dramatically reduce the storage space required by graphics, at the expense of image quality (although this loss of quality is user definable and often unnoticeable). 20:1 compression is not unheard of.

### Ratings: DPaint IV AGA



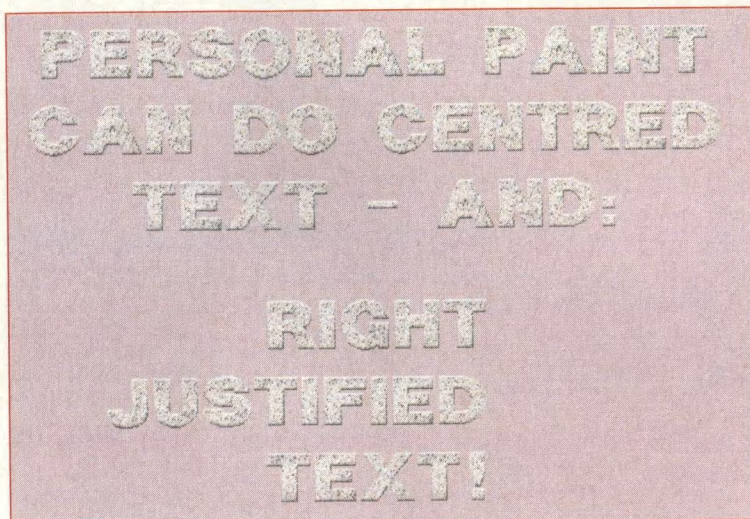
### Ratings: Personal Paint



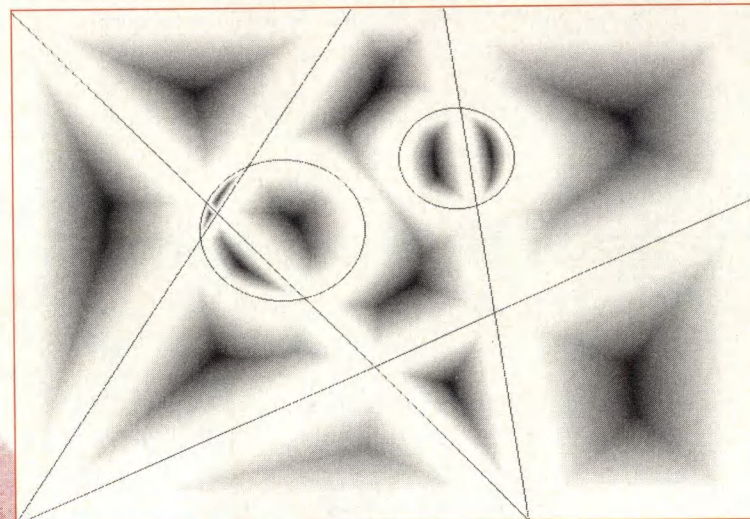
## INFO

DPaint IV AGA  
Price: £99.95  
Electronic Arts UK,  
90 Heron Drive, Langley,  
Berkshire SL3 8XP

Personal Paint  
Price: £59.95  
Micro Pace Distributors UK Ltd,  
Unit 10, Perth Trading Estate,  
Slough, Berkshire SL1 4XX



Personal Paint can align text!



Personal Paint gradient fills - 256 shades of grey

width) and every other line (to halve the height). As a consequence detail is lost, jaggies are introduced, and things can look really awful.

What this better method does is take averages of the colour values in the original image and use these as the basis for the rescaled version. For instance, if we were shrinking a brush that was 2x2 pixels, half of which were white, half of which were black, down to one pixel (i.e. shrinking by half), the resulting pixel would be 50% grey (the average of white and black).

What all this means to you and me is that scaled images look more like the originals than they did before. DPaint can't do this, (unless you mess around



# PREVIEW . . . PREVIEW . . . PREVIEW . . .

# SCROLLER 2...

**T**he Soft Alternative are releasing a new version of their well-received titling package, Scroller.

To appreciate the true nature of this program, you have to be aware of the ethos behind Scroller. It seems to be this; "I'm a video user and I've bought a small Amiga to do basic, quick titling. I don't want to bother with learning curves or WorkBenches etc.. Just put a disk in the drive, switch on and away I go. Everything must be obvious without even looking at a manual."

With this in mind, it's clear that Scroller 2 delivers the goods.

Stick the disk in the drive and switch on. No installation, no WorkBench and I'm not even going to read the manual.

Everything is controlled from a clear, icon based menu system. There is a built in HELP function if you want on-line advice.

Scroller 2 works with any Amiga except my A4000 (The icons are still there and functioning but invisible!). The four disk set comes complete with utilities and over 30 fonts.

Scroller 2 works in 8 colour hires. It will use any font, including colour fonts, complete with adjustable shadows. Effects can even be mixed on lines and pages. There are a variety of very smooth transitions from fades and wipes to teletype at 16 speeds.

Scroller 2 looks set to do the job. What's more, The Soft Alternative are keen to provide back-up in the form of extra disks of goodies in the near future. I look forward to seeing the full release version.



## INFO

Price: £80 (£31.50 to upgrade)

Contact:

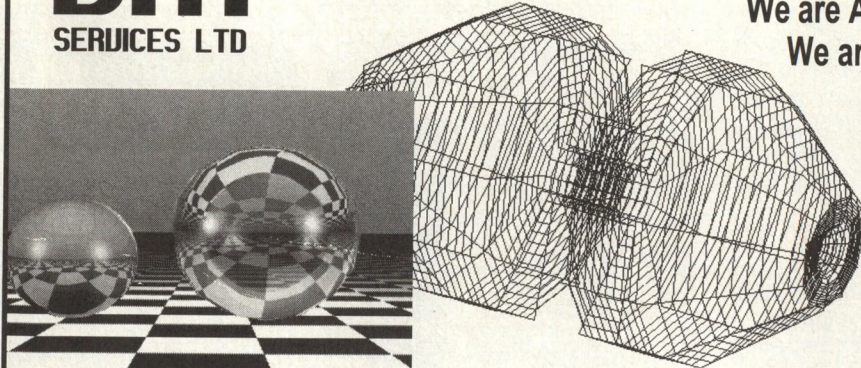
Alternative Image  
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**Expressing**

**pleasure**

**and pain,**

**Barry**

**McCarthy**

**test**

**drives an**

**upgraded**

**version of**

**a classic**

**graphics**

**program.**

# PIXEL 3D PROFESSIONAL

**P**ixel 3D Professional started life as plain old Pixel 3D. Then came Version 2.0 as they so often do. Now the search for a better sounding name has concluded, perhaps, with the 'Professional' version. It is, of course, just version 3.0, an update of 2.0. But what the heck, it might sound like a completely different product to some people. "You can't fool all of the people all of the time but..." Or can you?

Before we find out what's new, let's just remind ourselves of what Pixel 3D's basic functions are.

## what else?

1. Converts fonts into 3D objects.
2. Extrudes objects in different ways.
3. Gives objects nice bevelled edges.
4. Uses Router bits to create custom bevels.
5. Spins objects as it creates them, in a variety of ways.
6. Objects can be edited at point level.
7. Data that makes up objects can be manipulated.

chipset. Mind you, it works fine with or without it. Very stable.

It all works very well and is reasonably intuitive and it goes like

**Is it fast with this**

**marvellous new chip**

**set and an operating**

**system that is**

**constantly quoted at**

**2000 frames a second!?**

**Wow, a pig just flew**

**past my window!**

## what does it do?

**1** Converts pictures and brushes into flat 3D shapes for use in 3D programs. e.g. A picture of a two colour logo turns into a flat 3D logo, with each coloured section being a separate object.

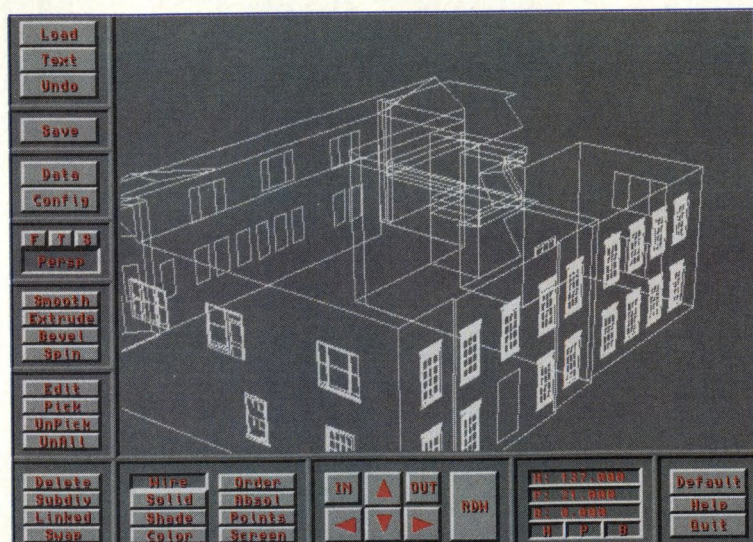
**2** Loads objects in one 3D format and converts them to another 3D format.e.g. A car in Imagine format is converted to a car in Sculpt format.

## first impressions

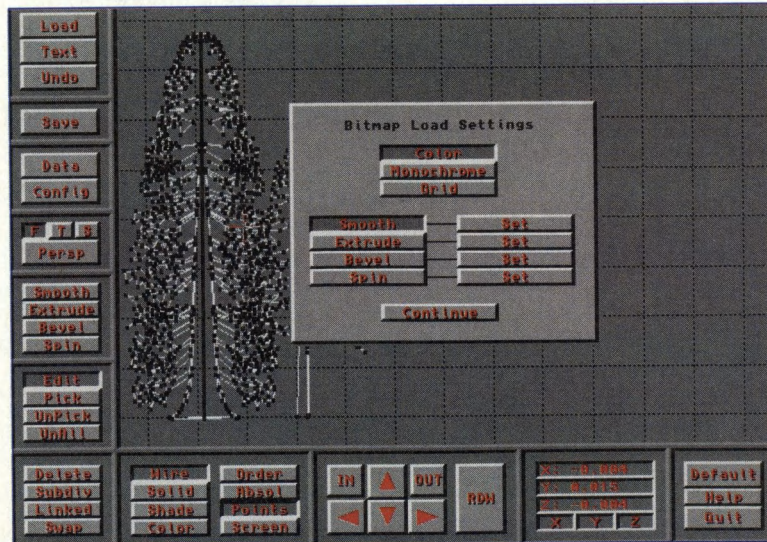
It looks a lot like Pixel 3D 2.0. The same NTSC screen, for instance. I really am getting tired of saying this but why not PAL? The buttons are all pseudo 3D but not like Workbench 2.xx. I would prefer the option of a WB screen that configures to any resolution on the WB. Which brings me to another point. No support for the AA

this:Draw a logo in Deluxe Paint

Personal moan: Deluxe Paint 4xx. A good program up to version 3 but what happened to 4 and 4 AA?. I really have to say, that I am extremely disappointed with DP4xx. I honestly don't know what's wrong



An architectural plan from Autocad PC imported with the DXF loader.



Bitmap load settings - smooth, extrude, bevel and spin.



test drive

# PIXEL 3D

## PROFESSIONAL

C O N T I N U E D

with other reviewers when they rave about it. I've used DPaint since version 1 for teaching and professional work and 4 was a step backwards in so many ways. Clumsy menu layout, painfully slow, ruined modes such as blend and smear, un-intuitive and awkward palette system. I hoped for more.

DPaint AA? Try animating in HAM8 hires on an A4000. Is it fast with this marvellous new chip set and an operating system that is constantly quoted at 2000 frames a second!? Wow, a pig just flew past my window! (Barry, do try to keep on the right subject! Ed)

Sorry! Anyway, load up PixPro and load your logo. Seconds later, a perfect colour version of it appears in front of you. Flat.

The basic tracing function will make points at nearly every single pixel. This makes far too much detail, so you need to use the Smoothing function to eliminate some of this extraneous detail.

These are your choices in smoothing:

Smooth %. Line Smooth. Running Min. Running Step. Spline Min. Spline Step. Spline Angle. Anti Jag Min. Horiz Lock. Vert Lock. Each one has its own data box and you can enter any number you like. NIGHTMARE CITY and it's busy man! This is the sort of interface that the Amiga was designed to do away with. It should be visual and intuitive and I hate it as it is. The only saving grace is that there are 3 defaults for small, medium and large objects, which work OK.

The manual contains not one single picture. This makes it boring, unfriendly and difficult to visualise. Version 2.0 had pictures, so does this mean that Professional means boring? We're not using IBM clones here! In my book, Professional means good. Efficient, fast, stable and powerful. Including the interface.

menu and then switch extrude on. Now load again. Great. An extruded version of the logo. No problem. You can also extrude by varying amounts dependant upon the intensity of individual colours.

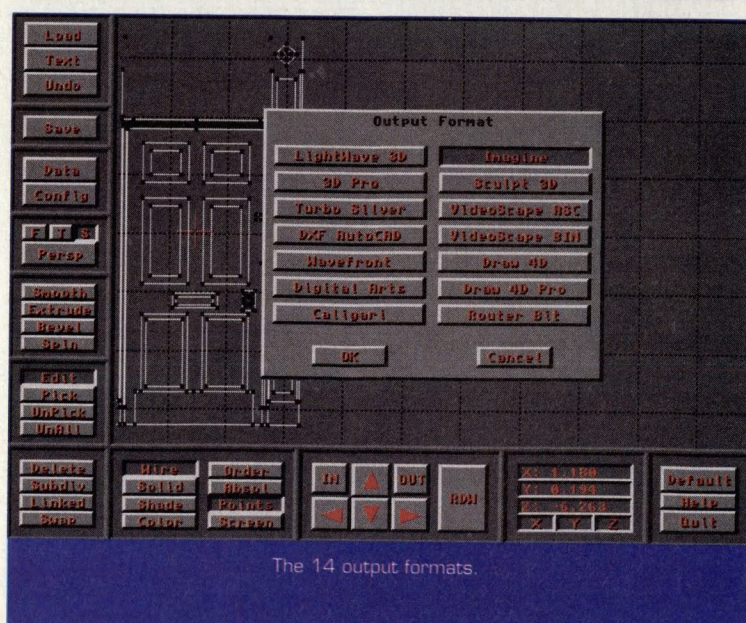
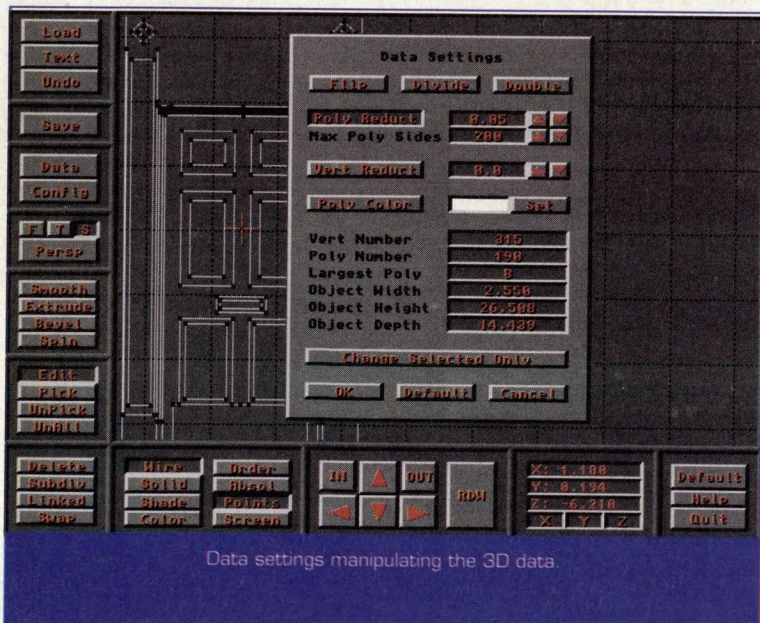
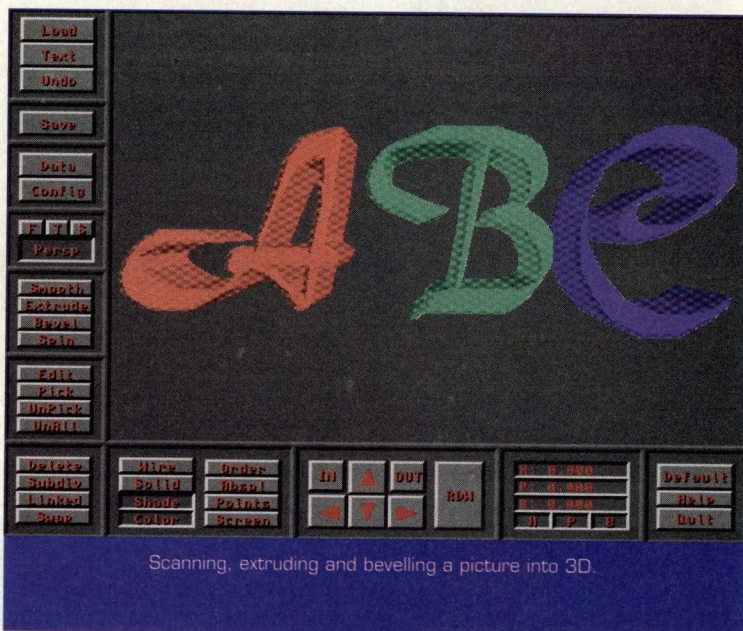
Let's try spin. Choose the axis to spin around. Set the spin amount in degrees. Set the number of segments to use in the spin. Select the rotation point, such as top or middle and create an amount of off-set if you wish. Again, perfect results every time.

Bevel. You can give the edges of your new object a bevel of any size. This is neat. But try not to use it for EVERY logo you make. It's called overkill. The best thing about bevel is that you can now use a Router Bit. This is a cutting tool, used to create your bevel. So, you can have curved or complex bevels like on window frames. This works faultlessly and is very adjustable. Bevels can have phong smoothing and the Router Bits can be made by you, quite simply and chosen with a requester.

Grid. This creates a fractal map of your image when loaded. The

### extruding

Now try having an extruded version. You have to set up the extrude





height is based on colour intensity, so a good image would be a sprayed, blotchy one with various colours. Splendid.

### PixPro tries to deal with

these things using a

variety of data

manipulations.

It's actually better to create the text with structured fonts in DPaint and import the picture.

Text. Creates an object from text in any font except structured fonts. Shame. It's actually better to create the text with structured fonts in DPaint and import the picture.

### load & save

Here's a boring list of them. Lightwave 3D, 3D Pro, Turbo Silver, DXF AutoCAD, Wavefront, Digital Arts, Videoscape BINary, Imagine,

Sculpt 3D, Videoscape ASCii, Draw 4D, Draw 4D Pro, Caligari, Vista Pro DEM, Scenery Animator DEM.

This is a fine selection of formats. The colour and even Imagine groups are retained.

The only problems you are likely to encounter are to do with one of two things:

1. Imagine and several other modellers are World Size dependent. That is, they have a finite world in which you can work. If an object from another modeller is bigger than the world or too far from its central axis, it will NOT load into Imagine for example.

The only way round this, is to save in an intermediate format, resize and move to the centre. Load back into PixPro and save in Imagine. I use Modeller 3D to scale and move (Videoscape BIN format). A weakness of PixPro is that it does not have a move or scale function. This is a serious omission.

2. The other probable problem (Try saying that after 10 pints. Actually, I probably say nothing else after 10 pints!) is the way in which

programs deal with 3D data. Some can handle polygons with 2 to over 200 sides, others can only deal with

### WHAT!?

No multi-tasking?

Well, yes actually, just

use LeftAMIGA/M to

cycle through programs.

3 sides. Some objects use crossed polygons and polygons with no width, others cannot deal with these at all. PixPro tries to deal with these things using a variety of data manipulations. Doubling, splitting, reducing, flipping... Again, they are just a set of data input boxes which makes it very difficult to work out what to do. Also, they don't always work. Some objects are just impossible to convert.

### editing

Well, everyone who used Pixel 3D 2.0, has finally got what they wanted. Unfortunately, the editing consists of a simple point/s select, delete, swap and subdivide. It does also have point/s move but no scaling or rotating.

### crazy!

PixPro does NOT have depth gadgets. WHAT!? No multi-tasking? Well, yes actually, just use LeftAMIGA/M to cycle through programs. Crazy and also not documented. How about AREXX control for Batch Processing? Afraid not. Pixel 3D 2.0 had AREXX but the new version doesn't. Errr... Also crazy and not very professional. Real 3D support? No but it's not big in the States, so that's why. You can always use Sculpt objects in Real but you can't go the other way. There is an on-line HELP facility which is OK. **a**

# PIXEL 3D PROFESSIONAL

## INFO

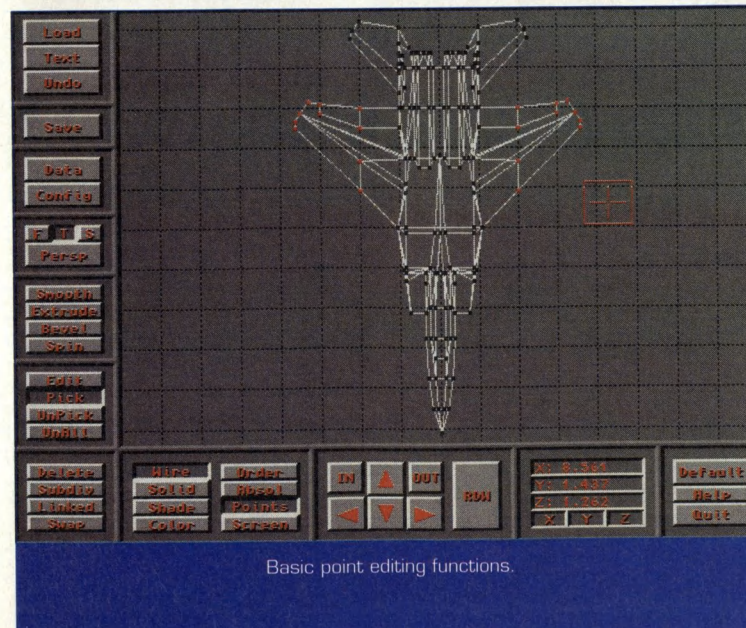
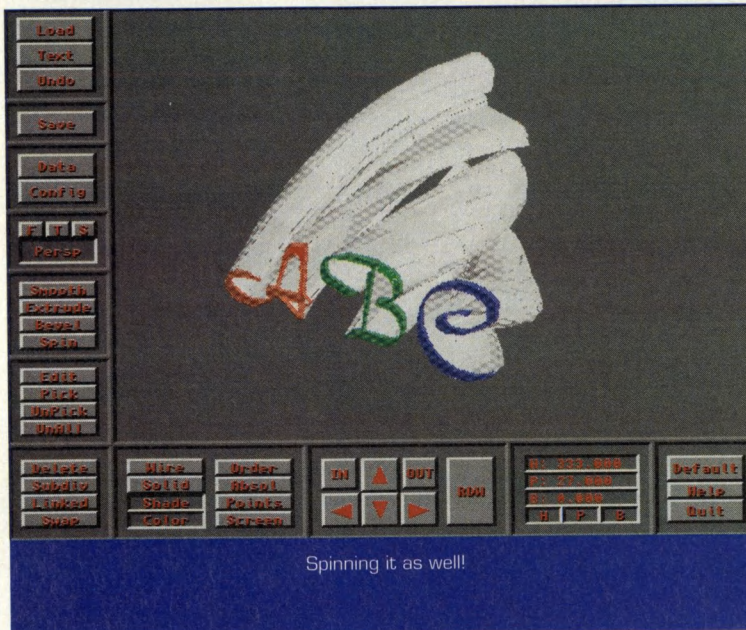
PixPro is now in version 1.01  
(1.0 didn't work!)

by  
Axiom Software  
in the USA.

It is available in the UK at  
£144.99  
from

Micro-PACE UK Ltd.  
Unit 10,  
Perth Trading Estate,  
Perth Avenue  
Slough  
Berks  
SL1 4XX

Tel. (0753) 551 888.



### conclusion

Pixel 3D Professional (PixPro) is the answer to nearly all my object conversion and bitmap tracing needs. Yes, despite the criticisms, I think it's FAB and I will use it all the time.

If you are into 3D, buy it. You won't be sorry.

Here is my wish list:

New manual with PICTURES and index.

Move, Scale and Rotate with data entry and snap to centre.

Change the menu text. No shadows please.

PAL screen.

Custom resolutions including WB and AA.

AREXX and automated Batching.

Scalable Font conversion



**W**hile electronic telecommunication has always fascinated for expert computer users, those with less experience have often

mood and giving you a late birthday pressie, but that the author expects users who like and use his program to send him a little present.

## features

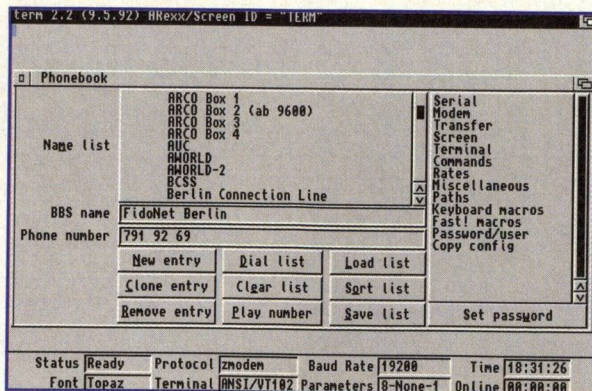
"term" has all the features you could expect from a

been frightened off by what seems the complexity and or the cost. However, today telecommunications are becoming more popular possibly because the telephone is beginning to play a highly significant role in far more people's lives. And according to the pundits, the telephone itself will be the key to a whole range of electronic personal telecommunications of the future. This will be, for Amiga users, more and more accessible as modems get more and more powerful and cheaper at the same time. But a modem - besides a computer - is just one thing you need for telecommunication, the other is, of course, an appropriate program. Fortunately, this doesn't need to cost you very much; there are several shareware or even freeware programs available which do their jobs quite well - or even better than quite well, as you will see from this review.

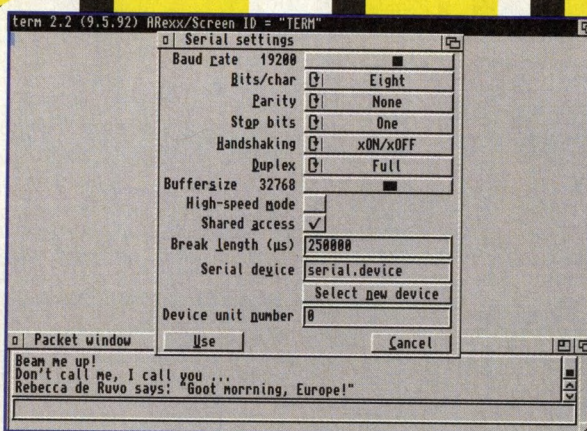
"term" (from Fish disks 725/730) is one of the best, if not the very best, of these programs. It was written by Olaf Barthel who is well known for his other PD programs like "KeyMacro", "Zoom", or "FracBlank". Unlike "JRComm" and "NComm", "term" isn't shareware but "giftware". That doesn't mean that Olaf Barthel is in a generous

telecommunications program - and many more. There is, for example, a chat line window which allows you to correct those embarrassing spelling mistakes before sending a message. The automatic buffer captures the input the program receives. This option lets you read long messages (like the rules of a BBS) AFTER you have logged off, which saves you a lot of money. The very comfortable phone book (see picture 1) is password protected and allows you to define separate settings (e.g. emulation, speed, baud rate) for every entry. An iconify function saves a few KBytes when "term" is not in use.

The program follows the Commodore programming guidelines very closely. Every menu item and each gadget has a keyboard shortcut, so it's up to you to decide whether to use the mouse or the keyboard. "term" not only has the usual keyboard macro function but also allows you to define macros which can be called with the mouse by clicking on a list. A very clever cut and paste function allows you to simply click on words or letters displayed on the screen to feed them back into the input stream of the program. So you can find your way through the boards of your favourite



"term"s comfortable and password protected phonebook.



**"It's a gift!" says**  
**Hartmut**  
**Schumacher**  
**reviewing a very**  
**effective and**  
**cheap**  
**communications**  
**program.**

BBS without even touching the keyboard.

## 16 colours

The program can emulate the important terminal standards VT102/VT220/ANSI, the faster Atomic emulation, and TTY, and is able to load external terminal emulations (although you'll hardly ever

find use for this). Of course, all the widely used transfer protocols are supported as well: ASCII, JModem, Kermit, QuickB, VMS, Xmodem, YModem, and ZModem.

If "term" has one drawback it's that unfortunately the program is not quite as fast as "JRComm". If you want to use a sixteen colour

emulation AND a high speed baud rate on an 68000 Amiga you run into problems - which result in transfer errors. I didn't find this peculiarity very important (do you ever NEED sixteen colours while accessing a BBS?), but you should be aware of it.

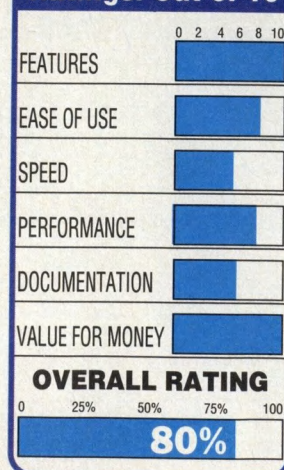
On the brighter side, "term" uses the serial device in the "shared access mode" (see picture 2) which means you can have both "term" and a fax

software (e.g. GPSoft's excellent "GPFax") running at the same time. So, the two programs sort it out for themselves (and by means of a little "ARexx" program) whether an incoming call is a data or a fax call.

## conclusion

"term" is by far the best terminal program currently available for the Amiga. You need, however, Kickstart 2.0 to run it. If you haven't yet upgraded your Amiga to the new operating system, you should either do it now or take a good look at "JRComm" or "NComm" (from Fish disk 621). While these programs are not as chic and up-to-date and guidelines conformable as "term", they do work under Kickstart 1.3 as well. **a**

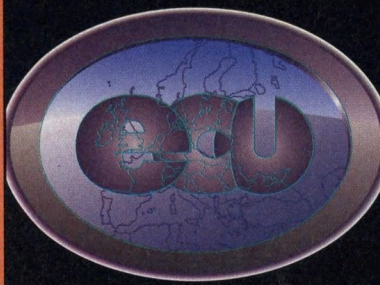
## Ratings: Out of 10





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## test drive

**N**obody really wants to wade through heavy volumes before the software can be used, so as they say, "A picture says a thousand words" and in the case of this Flying Logos video from FTV Video Productions, that saying is absolutely right.

The video goes through, in several easy to understand tutorials, the information needed to create some very impressive flying logos, using Dpaint 3/4 and Imagine.

The video also comes with a 'bits and bobs' disk containing all of the necessary brushes, and backgrounds mentioned in the tutorials, so that you can get 'hands on' experience at your own speed. Even if

your knowledge of animation is limited, this video will guide you through with excellent narration and plenty of technical information explained in special alert screens.

Even for the more experienced user the video

shows short cuts in producing some very impressive graphics using Imagine. There is a small

manual included which will help you through the more complicated parts of the video.

The video is interesting to watch and was clearly put together very professionally. I would like to see many more videos on the market covering various topics in the Amiga's repertoire. There have been plenty in the USA but far fewer have



# JARGON BUSTING FLYING LOGO TUTORIAL

**Rico Gusman looks at a video that might help get rid of heavy manuals.**

reached these shores in PAL versions. However, of course the argument against such non-manual tutorials levelled by the manufacturers is that if you don't need a manual then you are wide open to piracy of the disk alone.

At the time of writing FTV Video Productions told us that they have almost completed the second in

the series of Jargon Buster videos.

### conclusion

This video is a valuable teaching tool that really more software developers should be producing to accompany their products. If anything the video could

have been a bit longer than 40 minutes - perhaps an hour?

But at only £14.99 it represents outstanding value. If you use DPaint 3/4 or Imagine then it really is a must! **a**

### info

Price £14.99

Contact: FTV Video Productions

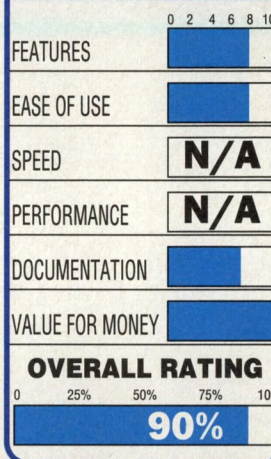
Video House

42-44 Brunswick Road, Shoreham,

West, Sussex BN43 5WB

Tel: 0273 462488

### Ratings: Out of 10



## test drive

### Roland's sound module

**leaves the Amiga**

**standing! Claims Gary**

**Fenton.**

**T**he CM-300 puts well over 300 different stereo instruments and 9 drum sets at your disposal. The sounds are mostly sampled, presumably at the high resolution of 16 bits. The module can play up to 16 instruments (or parts) at any one time using up to 24 simultaneous notes (24 note polyphonic).

CM-300's only visible controls are volume and on/off. At the rear you'll find MIDI in, out, and through, together with audio phono outputs and a headphone socket. The hardware is more or less identical to the up-market Sound Canvas, but the CM-300 drops the flash black design, LCD display and extra buttons. (That's why the

CM-300 is a couple of hundred pounds cheaper!) However, the hardware can be fully controlled via a good sequencer package such as Bars And Pipes Pro, SuperJam, or KCS.

It may look quite simple at first but it sports a whole array of creative musical characteristics. Try these out for size: Pitch bend, aftertouch, portamento, volume, pan (stereo pan), soft (soft pedal effect), reverb, chorus and even more.

I used Roland's PC-200 MIDI keyboard to review the CM-300. The keyboard has four octaves of keys (up to 5 using the octave up/down button) and a pitch bender/modulation lever. Unbelievably, for the price, the keyboard is touch sensitive;

# Roland CM-300

### orchestra

The CM-300 has too many instruments to list Pianos, organs, harps, vibraphone, bells, accordions, and lots and lots more including applause, heart beat, laugh, scream and plus 9 various drum kits.

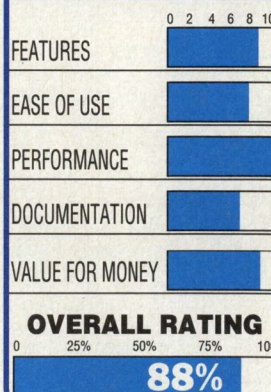
the harder you hit a key the louder the note sounds. Of course, the sound source being used must support touch sensitivity, which the CM-300 does.

### conclusion

The sounds coming from the CM-300 are totally incredible. The majority of instruments are indistinguishable from their physical counterparts. Brass instruments are metallic and "raspy"(!) and strings are just as convincing. The drums are fantastic with their dynamic and totally solid sounds while the sampled effects create the perfect acoustic illusion of reality. Actual musical

performances are no different from a CD in quality. For what it does, it's easily worth the asking price. Don't forget you'll also need a MIDI interface (about £20), a sequencing package (from £50), and ideally a keyboard if you can play one(!). **a**

### Ratings: Out of 10



### INFO

Product: CM-300 Sound Module

Price: £398.00

Product: PC-200 MIDI Keyboard

Price: £250.00

Contact: Roland UK

Tel: 0252 816181



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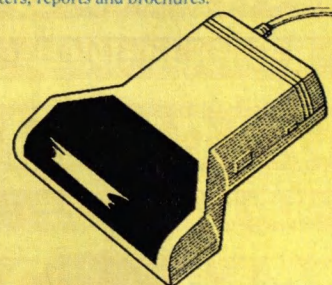
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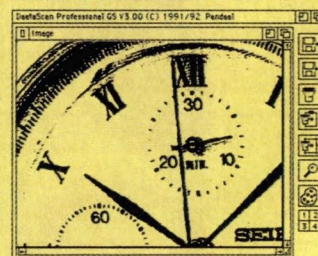
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**Patrick Howlett has been using GVP's A530 Turbo in earnest for work in producing AUI. Here is the impression it has made.**

# POWER to the

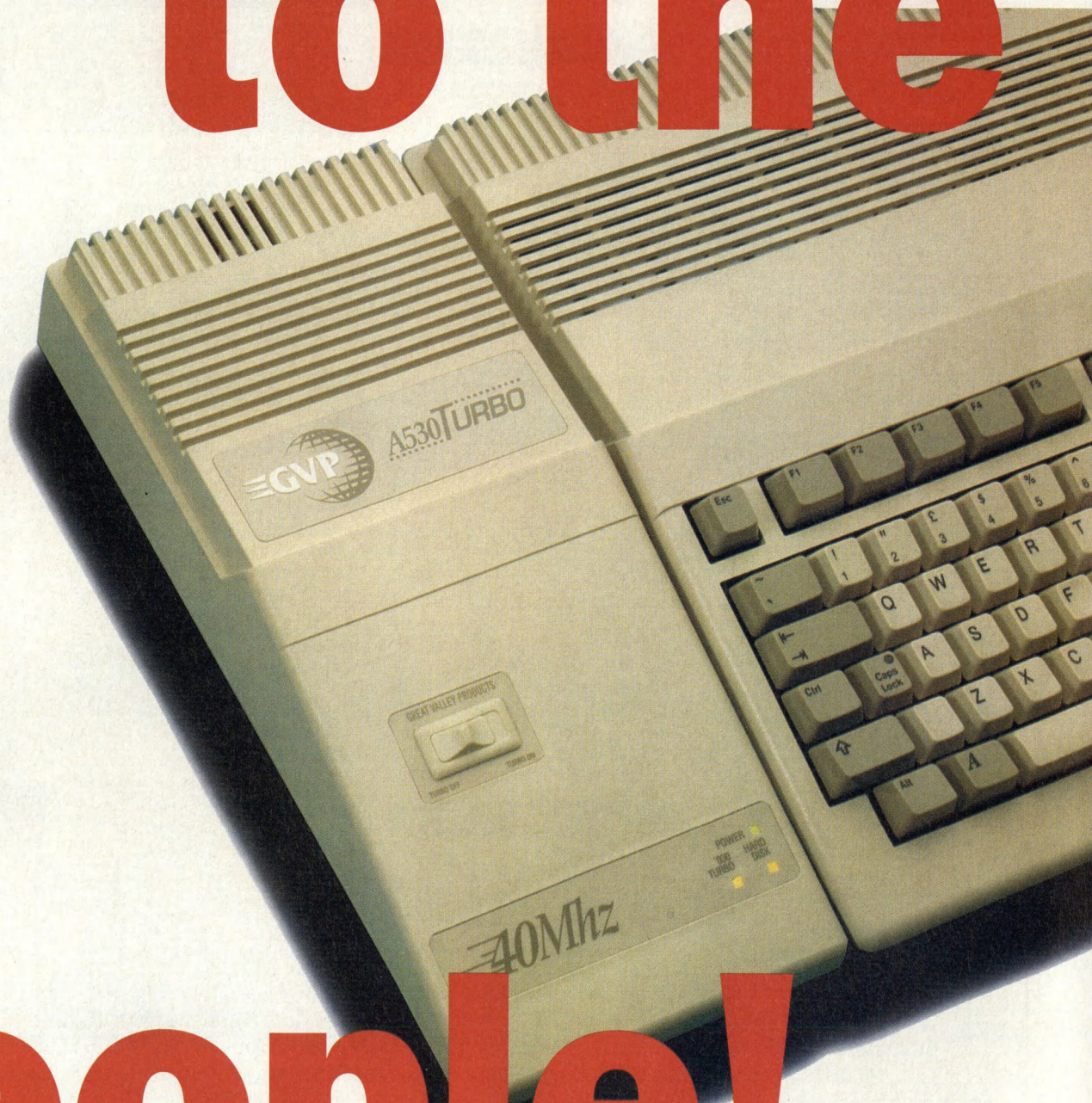
**G**reat Valley Products have justifiably earned a good reputation when it comes to Amiga peripherals; the A500 has had some great products developed for it and the A530 turbo is GVP's flagship.

It offers performance that just a few years' ago was only dreamt of and takes the Amiga into the realm of power computing (for a home machine at least!). The situation may have been turned upside down with the appearance of the IDE equipped A600 and A1200 (even Jay Miner agrees!) but that's another story...

The A530 Turbo has a modular design allowing for a variety of configurations and upgrade options. The cheapest offering contains a 42mb hard drive, 1mb of ram and, common to all A530 units, the Motorola 680EC30 processor. Options for the hard drive then go to 80mb, 120mb and 213mb. RAM can be added in the form of ultrafast 60ns 1mb SIMM modules up to a maximum of 8mb. The A530 I've been using has a 120mb drive and 4mb RAM, a mid range specification which offers a good balance between price and performance.

## upgradability

Upgradeability is a definite plus point of the A530. A socket inside the unit awaits a 68882 maths co-processor and I've already mentioned the SIMM memory modules. There's a 25 pin SCSI



# People!

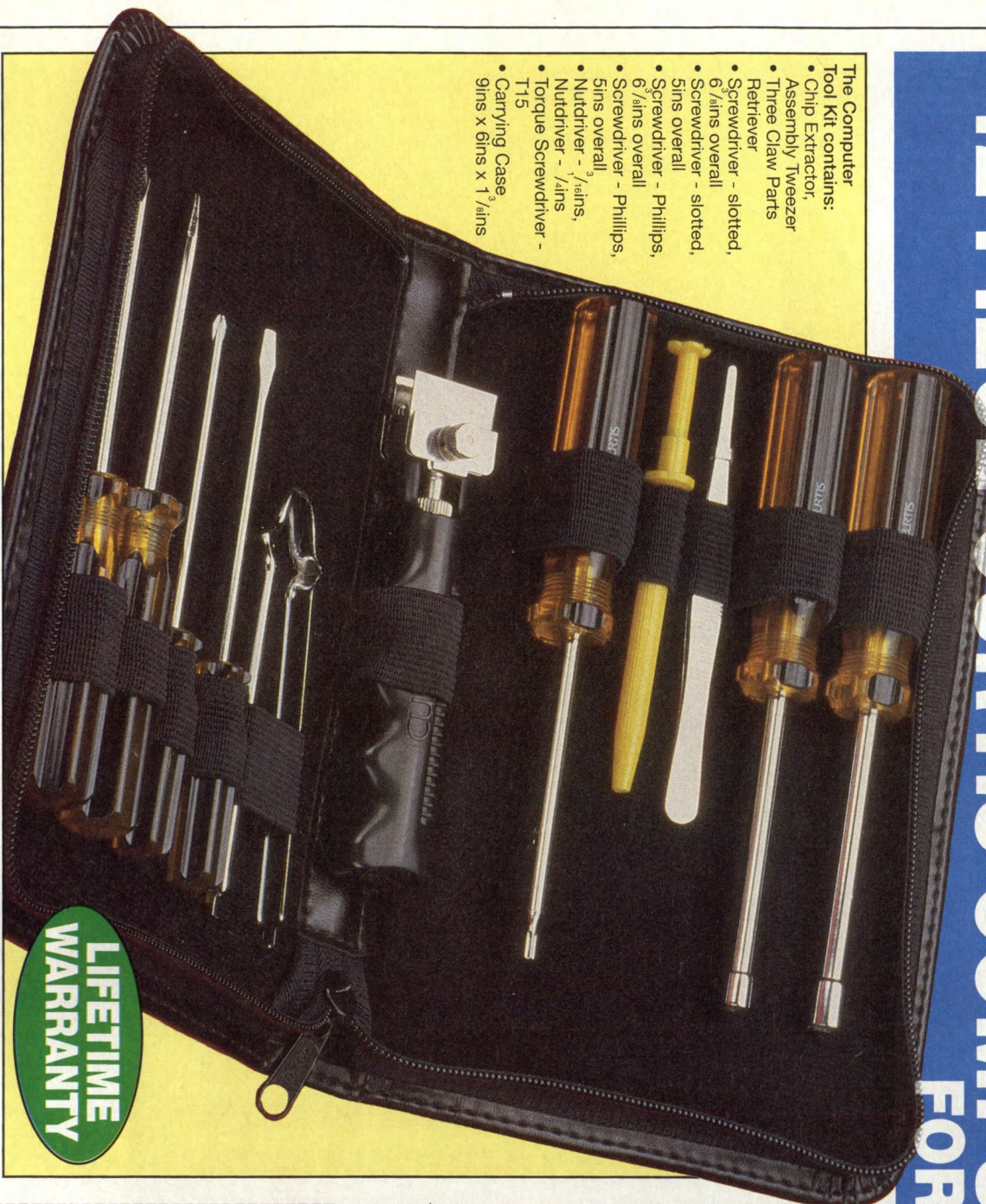


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# POWER TO THE PEOPLE

c o n t i n u e d

port at the rear to accommodate an extra hard drive, but get the size of the hard disk right in the first place to avoid the hassle. Lastly, there is a mini expansion slot inside the unit which is designed for boards such as GVP's own PC286 emulator.

Fitting the A530 is easy, the unit sits neatly connected to the left hand expansion slot of the A500 Plus and is very attractive to look at. It just oozes quality and once accustomed to the 5in increase in width it makes standard A500s appear plain. The supplied power pack is more compact than any of Commodore's offerings. It doesn't have an on/off switch but this would be largely redundant as power is switched to the A530 when the computer is turned on.

## user friendly

The hard drive is self-configuring and auto-installs the very first time it is used. This takes care of partitioning, installing Workbench and creating a bootable hard drive. The installation software is supplied on the preformatted hard drive and is capable of determining whether 1.3 or 2.0 ROMs are present and will

configure itself accordingly. Very user friendly indeed.

All Amigas with Kickstart 1.3 or higher allow for booting from hard drives, thus switching on the power to the A500 causes the A530 to power up and load Workbench at a very fast rate.

Time to start using a Turbo charged, hard drivin' Amiga! But where do I start? First up, install a few choice software titles.

Having all your favourite software titles on the hard drive

**GVP say the A530**

**really is a "plug in and**

**go" solution to your**

**computing needs.**

means that several icons will appear on the Workbench. With the extra memory and speed available from the A530, multitasking becomes a joy. Fire up that word processor, directory utility, paint program and database all in under 1 minute. Power computing, don't you just love it!

An extra 4Mb of 32-bit wide memory significantly upgrades the capabilities of the A500, especially when there is a 40Mhz 68030 processor ready to shift these large quantities of data.

## Hard Drives and Accelerators.

Most Amiga users are aware of the benefits of adding a hard drive to the Amiga. HD technology has progressed rapidly over the past few years and drives are now reliable, plentiful and relatively cheap. The main advantages of hard disks are speed and size, and most hard drive expansion boards are designed to allow extra memory chips to be fitted.

Accelerators have grown out of the need to incorporate more powerful chips developed by the major manufacturers without having to buy a complete new system. By adding an accelerator board the CPU inside the computer is bypassed and the extra processing power of the new CPU comes into play.

Unfortunately because of the cost, often it's a question of one or the other, HD or accelerator. However, add-ons such as the A530 Turbo provide both in one unit, giving as much expansion as is logically possible while beefing up the speed to almost no wait states. With quality products from companies like GVP, the buyer can be sure that the combination has been engineered correctly and will probably function better than two separate devices.

GVP quote performance of up to 12.1 MIPS (million instructions per second) against the standard 68000 at under 1 MIP. These figures don't really come into the real world equation of using a faster processor, especially on a machine such as the Amiga, with its custom chips and multitasking abilities. Suffice to say that the throughput of the system can be anything up to 10 times faster when using the A530 Turbo.

I put the machine through its paces by creating some huge perspective anims using DPaint IV, these were quick and easy to produce and store and really showed what an expanded A500 could do. Productivity jumps to new heights using the A530 Turbo and if heavy graphics processing is your ballgame the A530 has got to be THE add-on for the A500.

## how fast?

The 32 bit processor is a popular topic of discussion these days, mainly because it's at the heart of the new A1200. The A1200 runs at 14.92Mhz, twice the speed of an A500, but the A530 Turbo runs at 40mhz which gives it a faster processor rating than the A3000! However, remember that the A1200 is a true 32-bit machine whereas a A530 equipped A500 will have 32-bit RAM, a 32-bit CPU and 16-bit custom chips, so processor and memory intensive operations only will receive maximum benefit from the accelerator. As mentioned, a 68882 maths co-processor can be added at a later date but GVP point out that the 68882 must be clocked at 40Mhz at least to ensure synchronicity with the CPU. I'd really like to test out the performance of the A530 with a co-processor rated at such a speed. Perhaps next month?

Another popular topic of discussion, again prompted by the appearance of the A1200 is compatibility. The A530 turbo scores highly here. I've only used the disable switch once, it completely locks out the hard drive and fast ram, a useful feature, but all the software I've been using has indeed benefitted greatly from the accelerator. Many games perform a lot better with the extra processing power and compatibility with 030 equipped machines is going to rise steadily. Formula One GP from Microprose for instance is a lot smoother when using the A530 Turbo. More and more games are installable onto hard disks and playability can be outstandingly improved once a game is running from the hard drive.

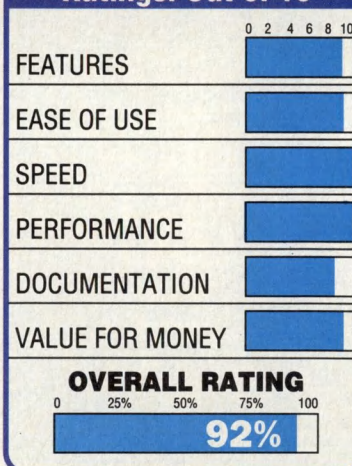
I have to admit that I wouldn't be enjoying the A530 quite so

much if I weren't using the brilliant DirectoryOpus from Inovatronics. A directory utility of some kind (SID or Messysid are PD examples) is almost essential when manipulating the large number of files that will inevitably find their way onto the hard drive. Certainly hard drive usage is not for absolute beginners, although as GVP say the A530 really is a "plug in and go" solution to your computing needs.

## conclusion

It's those little extra features which make a good product into a great product. Whoever said that? Of course it's not entirely true, I would still rave over this piece of hardware if it didn't have nice LEDs, a disable switch and aesthetics don't really count, do they? Or do they? The sheer performance of the A530 Turbo makes it a truly awesome product, add to that its lovely design and build quality and it becomes impossible to fault. In the cut throat computer price war its price may seem steep but this is a product built to a specification, not to a price. I would consider it to be fairly priced considering what it offers. If you're thinking of upgrading your A500 (or even trading up) then buying an A530 Turbo will give you a great system to die for. **a**

### Ratings: Out of 10



## INFO

Price (Depending on specification)

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1320 Denver Duk (P)  
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ASI 2 Girl Action, Missile Command, Amoeba Invaders, Bally II, Maze, Think Ahead  
ASI 3 Mega Ball, Drip  
ASI 4 Jumper, Gomuku, Jumpy, Cracker, Klondyke, Turbo Duel  
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ASI 6 Downhill Challenge, Pacman 87, Llamas, Welltrix  
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ASI 28 Doody Game, Dr. Mario, Invaders 2, Flag Catcher, Mad Bomber II  
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ASI 36 Donkey Kong, Sub Attack, Tactix, Mother Lode, Wonderland  
ASI 37 Klaktris, Pod, Paccor, Ghost Ship  
ASI 38 Baldy, One On One, Transplant, Skyflyer II  
SI 39 Blue Moon, Card O Rama, Klondike, Sea Haven, Amiga Solitaire, Streets & Alleys, BlackJack, Spades, Crib Master, Power Poker  
ASI 40 Puz 15, Gold, Rush Hour, Cobra, Dumbbell, Flying, Bunny, Get My Goat, Wordhai, Rabbit  
ASI 41 Delux Pacman, Leap II, Tractor Beam, Hellzone  
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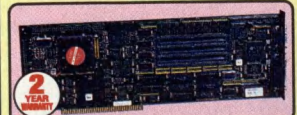
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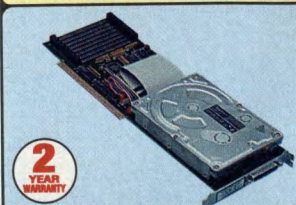
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It also incorporates the Motorola 68030EC processor running at a blistering 40MHz and the latest in hard disk technology with a factory installed and formatted 1" high, low power, 3 1/2" SCSI hard disk offering storage capacities up to 213Mb. Additional SCSI peripherals can be attached to the external SCSI port. Up to 8Mb of 32-bit wide Fast RAM expansion can be installed, using state-of-the-art SIMM memory modules (1Mb supplied as standard). A 68882 maths co-processor can also be added to the unit to boost the machine's math calculations. Every GVP A530 has its own dedicated power supply.

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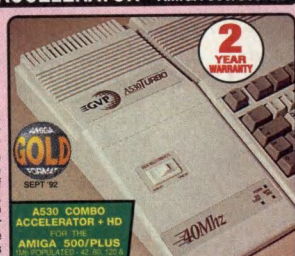
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# test drive

# Clarity

**Affordable 16-bit  
sound sampling**

**has arrived.**

**Paul Overaa**

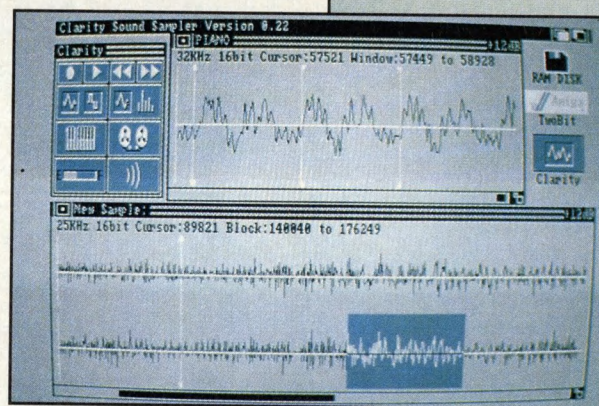
**checks out**

**Microdeal's**

**new package.**

**M**icrodeal was one of the first companies to provide 8-bit Amiga sound sampling at a reasonable price and they've now pulled off another coup by being the first to produce an affordable 16-bit Amiga system. Clarity 16 includes a manual, the hardware, and all the software; two disks, one containing the system software and the other some MIDI support and example files.

The hardware is a small plastic cased unit measuring 11 cm (w) x 13 cm (l) x 4 cm which is connected to the Amiga's parallel and serial ports via two ribbon cables. The left and right channel input and output connectors are phono socket type and mounted on the unit's backpanel with standard MIDI connectors. No input signal level controls are provided so signal levels, which require careful monitoring will need to be adjusted at source.



The basic sample editing facilities are adequate!

The system disk is bootable and the software is also easily installed on hard disk. Setting up the system is easy - it's just a matter of connecting the hardware, switching on, and double-clicking on the appropriate icons.

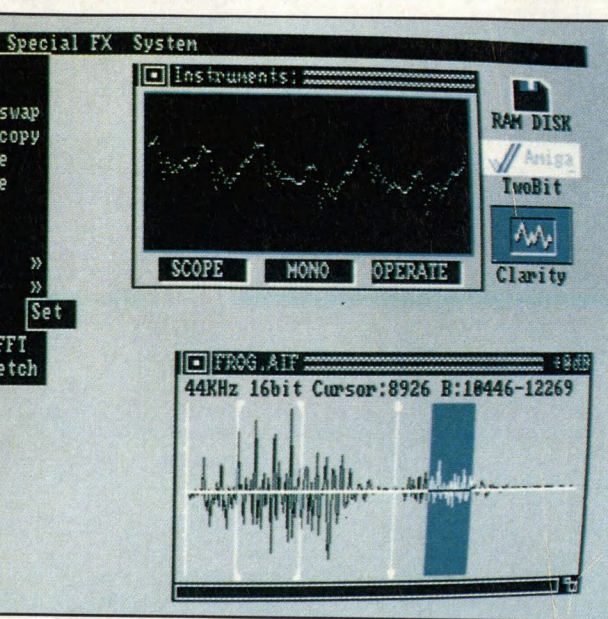
## control

The software runs in the WorkBench screen and starts by opening a small control panel containing eight buttons representing record, play, sample pad,

the level scopes, MIDI Play, a sample sequencer, memory and real time effects options. The Record and Play buttons are used to record and play samples (clever, eh?), and the Scope button causes a stereo VU meter 'instrument' window to appear. You can switch between stereo and mono recording and between VU-style display, oscilloscope, and spectrum analyser style level displays.

The MIDI Play button opens a window to map samples to a MIDI keyboard. This is primarily to allow you to play the samples from a MIDI keyboard but you can also trigger samples from the function keys. The one-track sample sequencer software has a capacity for up to 300 hundred different events and a tutorial includes an interesting example of how this sequencer can be used to good effect.

There is a Project Menu, an Edit Menu and a Process Menu lets you clear, reverse, swap/copy



Clarity 16 provides some well thought out menu facilities

channels, do stereo panning and perform fade in and out operations etc., and there is a 3D FFT (Fast Fourier Transform) display option available which whilst it may not serve any particularly useful purpose as far as conventional sound sampling goes, does look quite impressive! Special effects are handled by a separate menu and echo, reverb, flanging, chorusing, and distortion

selection of the file format used for sample storage (which I'll talk about in a moment). A Playback option allows you to direct the playback routines to either the internal Amiga channels or to the Clarity 16 cartridge and there is also a Fast Amiga option which allows you to fine-tune the package to accelerated Amigas or the naturally faster machines such as the new Amiga 1200.

## The Audio IFF File

format is a

relatively new

standard which

allows for sample

data of any

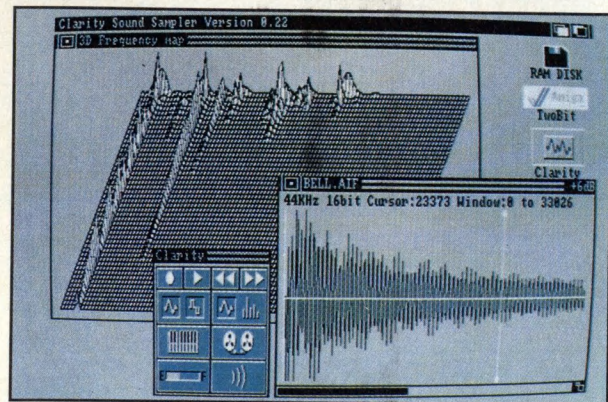
resolution to be

stored.

## file formats

The software can save samples in both 8-bit and 16-bit formats. Obviously the IFF 8SVX format is used with 8-bit but for 16-bit you have a choice between Audio IFF and AVR formats. The Audio IFF File format is a relatively new standard which allows for sample data of any resolution to be stored and since many of the other 16-bit samplers that will doubtless appear during the next year or so are almost certain to provide Audio IFF type file storage schemes it'll be this format that provides the portability equivalent of the 8-bit 8SVX files.

Clarity 16's hardware however has been designed



You want FFT displays? - You got them!



# Clarity 16

by Audio Visual Research and they actually have their own 16-bit sample storage format called (surprise, surprise) AVR. It's a relatively simple format which consists of just some header information followed by the sample data but since it is already being used with products like Replay 16 on the Atari ST it was fairly obvious that AVR support was going to be provided with Clarity 16.

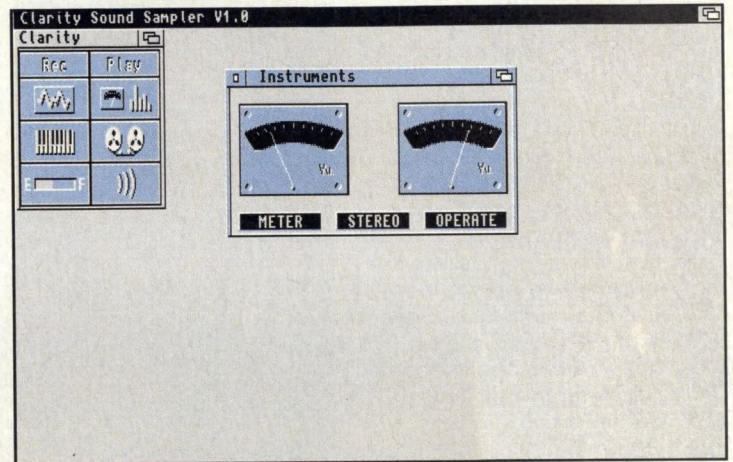
## using it

During the period that Clarity 16 was in use the software crashed quite a few times (on both the A500+ and A2000 machines used for the review). It seems at the moment as though quite a bit of work needs to be done to the software to knock the Clarity 16 software into shape. Let's

face it, quite a lot of 8-bit sound sampling Amiga fanatics are used to working with robust, easy to use, packages like AudioMaster IV and Audio Engineer Plus. They are not going to be impressed with a package that Gurus too often. To be fair most Amiga software houses find that problems come to light as a product gets into general use and usually they are fixed fairly rapidly. What is clear however is that the hardware itself is, as expected, capable of producing absolutely superb record/playback sound quality.

## conclusion

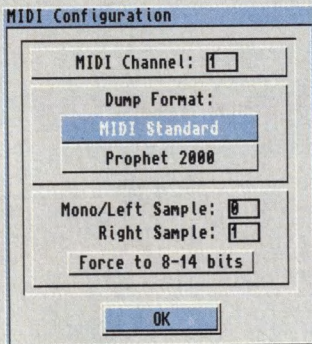
8-bit sampling amplitude resolution has very definitely limited the interest



Easy to use control panels.

in Amiga sampling amongst musicians and other serious or professional users. Clarity 16 costs £149.95 and there's no doubt that at this price there will be a lot of interest in the package. Nevertheless, despite the fact that Clarity 16 is clearly capable of breaking the mould in this respect, 16-bit sampling capability still comes at a price - the amount of memory required for 16-bit quality work is often enormous and I

suspect that many users will be disappointed when they realise this. Obviously this is not the fault of Clarity 16, but it is not just 16-bit sample quality that is required... it is a workable 16-bit sampling environment so Clarity 16 therefore may not compete with top of the range units, like the Sunrize 16-bit boards which offer direct to disk 16-bit recording. It will however instantly appeal to the many Amiga users who have been waiting to get their hands on something that provides the chance to experiment with 16-bit quality samples. **a**



Should appeal to Midi fans.

## 16 bit sampling

For the benefits of anyone new to the Amiga scene, here are some notes which explain why 16-bit sampling is so important...

Musical notes, and other noises, are made up of sound waves that have a certain pitch (frequency) and a certain loudness (amplitude). When you listen to a piece of music, or anything else come to that, you are listening to is a complex mass of sound waves. If, at any point in time, you could 'freeze' the sound you were hearing you could measure its loudness and (by using some agreed convention) you could then express it as a number. If you did the same thing over and over again a whole series of numbers could be obtained and, at the end of the day, you would have a list of numbers that was the numerical equivalent of the original sound. It's these ideas which are the basis of 'sound sampling' and by using hardware which grabs and measures, ie digitizes, the amplitude information many thousands of times a second it is possible to build up a digital copy of the original sound.

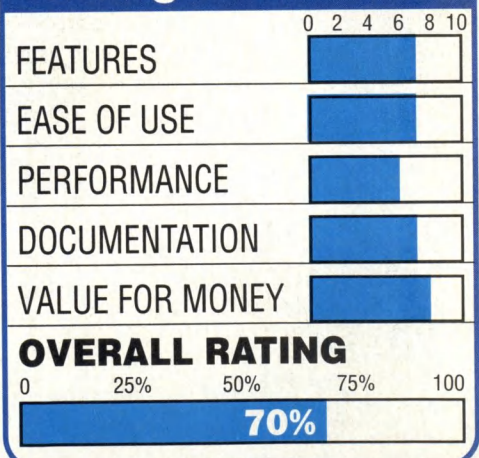
As you would expect the quality of any sample depends on the accuracy of the

digitization process and here there are two variables to consider: Sampling rate, and the resolution of the numbers used to define the amplitude. Fast sampling rates give better waveform detail but it should be pretty obvious that quality can also be improved by increasing the range of numbers used to represent the amplitude measurements. On the Amiga this amplitude digitization, at least as far as low-to-medium price samplers to-date have been concerned, has been performed to an accuracy of 8 bits. Measurements of loudness have therefore been restricted to one of 256 possible values. Using the Amiga's internal sound chips it is certainly possible to get very reasonable record/playback quality but it is not as good as say CD technology which uses 16-bit amplitude resolution. 8-bit sampling resolution was a big limitation for musicians as far as Amiga sampling was concerned and so the appearance of a budget priced 16-bit Amiga sampling package will undoubtedly have a significant impact on the Amiga MIDI/music scene.

## INTRO

Price £149.95  
Contact: Microdeal, PO Box 68,  
St. Austel, Cornwall PL25 4YB  
Tel: 0726 68020

## Ratings: Out of 10





# FIRST STEPS WITH THE

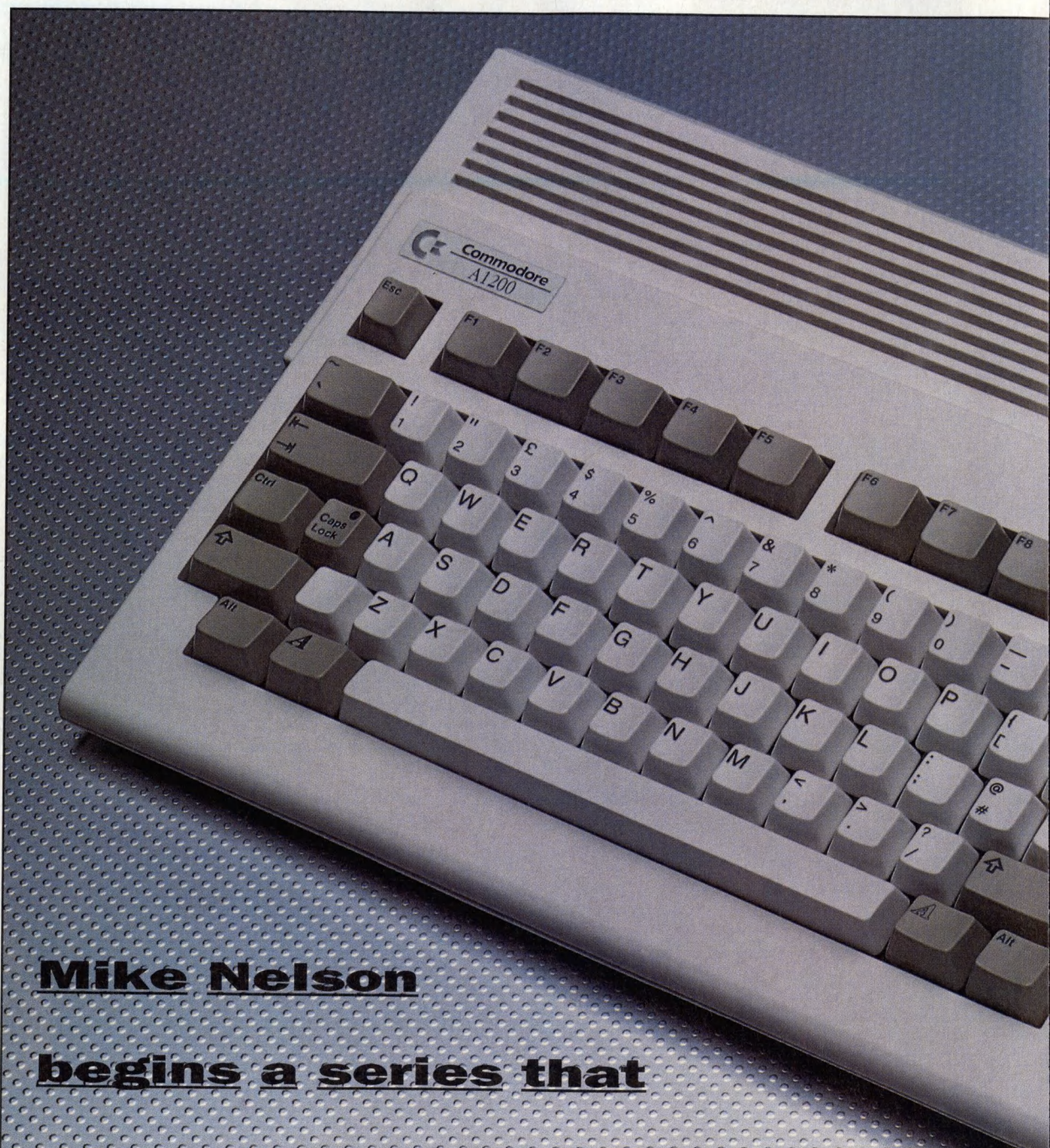
**S**o now you've unwrapped the packaging off your shiny new A1200 machine and you're wondering what on earth to do with it. Well AUI is never short on ideas for your entertainment and enlightenment... so we will take a look at exactly what the A1200 can do and what you are likely to need to get the most out of it. For those of you who are unlucky enough not to have an A1200, this can serve as an appetite-whetter before you rush out and delight CBM by coughing up some cash for an upgraded machine. (Commission from Commodore on the A1200s you buy should be sent to my private address C/o Wormwood Scrubs).

Before we look at some of the software, it may be a good idea to take a quick guided tour around the hardware. I'm sure many users will be curious about the differences between the older Amiga 500 and 600 machines and the new kid on the block, the A1200.

## 16/32 bit

Previous Amigas have been largely based on 16-bit technology, although the A3000 is slightly more advanced than this as its internals were also of the 32-bit variety found in the A1200 and A4000. What does all this 16 or 32-bit jargon mean? It means that the electronic pathways that transport data around the computer's internal components are able to cope with twice (or four times) as much information at any given time as was previously possible on 8 bit machines. In reality this means that if the computer can shift data around more efficiently, there is more system "bandwidth" to do interesting things like draw the screen, move objects and make sounds; in a nutshell, the bigger the bandwidth, the better the graphics and sound.

In moving from 16 to 32-bit technology, Commodore were able to make a number of significant advances in the Amiga's overall performance. The cost of 32-bit components has dropped sufficiently for the A1200 to even think about existing - and this is one of the reasons for the seven year delay in releasing a really major hardware upgrade. You can look on the older Amigas as being years before their time with other manufacturers being slow to catch up - the A1200 and A4000 are another leap forward, particularly the former when one considers its amazing price. Makers of other low



**Mike Nelson**

**begins a series that**

**will help you master the**

**A1200 if you have one or your**

**mouth water if you don't.**



# 1200



end computers such as Atari, Nintendo and Sega are still languishing with the 16-bit gear of the last decade, while Commodore owners are going to enjoy the benefits of an entirely new set of chips.

## custom chips

For those newcomers to **AUI** who haven't read any of our previous articles on Amiga hardware, the custom chips which make the Amiga so special are worth examining in a bit more detail. At the heart of the computer is the processor - a rather old, but in the case of the 1200, still effective, 68020, and a state of the art 68040 inside the A4000. This takes care of the day to day business of running programs and tells the specialist chips what to do.

On lesser machines such as the PCs, Apple Macs and Ataris, the processor is also expected to draw the display, make the sound and handle the various input/output gizmos like disk drives too. This all puts a lot more strain on the system and so the Amiga appears to have more time to do things (or can do more in the same time, whichever way you want to look at it) because it has special chips to do the graphics etc.

The chips have been given the pet names of Alice, Lisa, Buster and Paula and the details of what each of them does in the overall picture is beyond the scope of this article. However, suffice it to say that it is these lumps of silicon which give the Amiga incredible versatility in terms of graphics and sound, making it without doubt the most awesome games machine around. This isn't to say that you can't do much else with it (far from it) but where do you go from here?

## games

This is the most obvious arena in which the Amiga can perform. There is a veritable mountain of games available for the A500 and much of it will work on the A1200 (Commodore reckon 60%, but that's just contemporary stuff - the older games are less likely to work for ➔



various reasons, but mainly dodgy programming). Elsewhere in this issue you will find a Soapbox article about the state of the games market and where a bit of extra effort is needed, so I won't dwell on that now. Anyway, loading games is about the easiest thing to do with an Amiga, and the operating system is much more fun.

## workbench

Supplied with your A1200 is a motley array of some five disks (not six as Gary Fenton claimed a few issues ago. That was for the 4000!) which together comprise the Workbench. This is the Amiga's equivalent to Windows on the PC, although it took Microsoft years even to get close to the Amiga, and still the Commodore machine knocks spots of the rivals. Essentially, it is the interface between the computer and the user and for the most part eases the interaction between the two. The olden days of computers involved typing lots of weird commands in a pretty hostile environment of abbreviations, options and templates. Nowadays the mouse and menu "WIMP" (Windows, Icons, Menus, Pointer) system rules the day and the next step is voice controlling your computer. It will happen...

The A1200 is shipped with the very latest release of the operating system, 3.0, and a very comprehensive affair it is too. Because of this complexity, and the fact that most people will only have a single floppy drive, using Workbench on a stock machine is trying to say the least, as every time you try and do almost anything, the computer will ask you to "insert some disk or other". This is extremely annoying and rather perplexing to the new user, so a bit of explanation is warranted. In fact, I would go so far as to say that a single drive Amiga is really only

divided up into handy chunks which are spread across those five disks. Say, for instance, you are running a word processor and you decide to print your document. The computer then has to decide which printer you have connected and the best way to talk to it. To this end there is a pile of available files called "drivers" and the appropriate one is loaded from the disk at the right time. The only alternative to this is to have everything stored on ROM memory inside the computer and available at all times.

Not only is this wasteful of resources, but the only way to update a ROM is to wrench it out and replace it, so it's inflexible.

The solution to this problem (which applies to all computers) is to go for a hard drive. This is a small device (for the A1200 about the size of a packet of cigarettes

that fits inside the machine and so requires a bit of technical knowledge to install). You can think of a hard drive as an enormous, fast, floppy drive which you can't replace. Typically these days, the minimum size is around 40 Mb (or about 45.5 floppies) but increasingly people are resorting to 80 Mb drives. Don't let anyone try and flog you a 20 Mb drive if you're remotely serious about your Amiga - even a game will eat away several megabytes a time and Monkey Island II took over 11 Mb!

Adding a hard drive means that all your application software can be available without you having to hunt through hundreds of floppies in the depths of a dingy box, only to find disk three is missing. Having all the operating system present is also a Godsend. Believe me, once you've used an Amiga with a hard drive, going back to a floppy is like swimming through toffee with one arm behind your back. The only

drawback with a hard drive is the initial outlay - you might be looking at around £200 for anything halfway useful.

## extra floppy

The cheaper alternative to a hard drive is an extra floppy which does alleviate some of the grief. These should set you back around £50, but be careful as there are some pretty foul rumours going around regarding compatibility with regular Amiga drives. There is also the possibility of double density drives which can stash 1.76 Mb of data and although these are pretty scarce at the moment, this is one obvious expansion to think about for the near future.

Workbench is a great first step in exploring the possibilities offered by your Amiga 1200. In coming issues we will take a more detailed look at the various aspects of the Amiga's operating environment, including "Preferences" and the Shell. Until then, happy hunting. **a**

# FIRST STEPS ON THE A1200

useful for playing games as to try and do anything with Workbench programs is asking for hours of disk juggling, endless requesters and hair pulling. Why is this?

## operating system

The Amiga's operating system (the programs that make it tick) is



At the heart of the  
computer is the processor  
- a rather old, but in the  
case of the 1200, still  
effective, 68020.



## Mike Nelson test drives the first of a long line of expansions for the A1200.

# AMBX1200RAM

**S**o you've plugged in your brand new A1200 and marvelled at its wonderful graphics. You've played a few A500 games which don't look greatly different on the new hardware and it's now time to branch out to do a little extra work. The A1200 is supplied with 2 Mb of RAM as standard, like any self respecting PC, but even this can get irritatingly limiting as with extra graphics resolution and colour capabilities go extra system requirements, particularly of memory.

The computer's memory usage is somewhat unusual for the newcomer to Amiga technology and worth looking at briefly. There are two types of memory involved - CHIP and FAST. The former is accessible by the custom graphics and sound chips (hence the name) and so can momentarily prevent the 68020 processor from using it. This type of RAM is limited to the 2Mb supplied with the machine and so any extra expansion memory you add is effectively kept out of bounds to all but the CPU, and so it is quicker to access.

What does all this mean to the user? Essentially, the Amiga 1200 appears to run faster when there is expansion memory present, so in addition to stashing more information inside the machine, programs execute more quickly. This is also the case for the older A500/600 types of Amiga, but the difference in speed isn't so noticable on them.

The product on review is from Microbotics in the USA and was supplied by Omega Projects. For your money you get a board that plugs (eventually) into the trapdoor socket of your 1200. I found it particularly difficult to locate this device as it is L-shaped and it needs to be partly hooked underneath the computer's casing. The procedure is further complicated by the metal RF shielding found on the more recent 1200s and it may be necessary to prise this gently away from the

main motherboard. But once there is room, a bit of pressure soon locates the board.

Naturally, before you do this, you will look at the instructions and set the appropriate jumpers on the board. But if you're overwhelmingly enthusiastic about these things, don't panic too much as the chances are they'll be all right, anyway. The review board was supplied with a 25 MHz 68881 maths coprocessor and a 4Mb SIMM module. Is it worth the cost and effort?

### 100 times A500

Any machine will benefit from having extra memory, but the addition of FAST RAM to a AA machine such as the A1200 seems to have quite a marked effect on processing speed. Most of the benchmarks are speeded up by a factor of between 1.5 and 2 and this increase is perceptible in the day to day running of Workbench and its programs. The number cruncher chip, the 68881, is another bonus if you are using specific software that can utilise such hardware. The difference in running floating point maths routines in a dedicated chip to using software calculations is most impressive, with increases of over 100 times when compared to an A500.

This must be viewed quite carefully as you need to analyse the kind of

programs you run - it is really only ray tracing software for 3D modeling that takes advantage of the coprocessor and so unless you are into this area, you will not see any great benefit from having a 68881 or its newer version, the 68882. I would also say that if you are a 3D renderer in the making, it is almost essential to have some form of number cruncher as software-only calculations are depressingly slow with some scenes taking literally days to generate.

### configurations

One very agreeable feature of the MBX1200 is its modular design - you can buy just the bare board and expand it as your needs or cashflow dictate. The RAM is in the form of a standard SIMM (like those in the A4000) and these come in all shapes and sizes, notably 1, 2, 4 and 8Mb chunks.

Now there is a slight problem in that Commodore's design protocol for the A1200 allows for only 4 Mb of expansion space in the FAST RAM area of the memory map. This is to accommodate the necessary doings for the PCMCIA slot on the left hand side of the computer, so there is a potential conflict of interests here. Microbotics have come up with a software solution to allow the user to decide how this extra 4Mb is to be configured - either to the PCMCIA slot or the RAM so you can get the best of both worlds.

Small, snug fitting and fast . . .

In short, the MBX 1200 is the first in what is undoubtedly going to be a long line of hardware expansions for the A1200. As such, it has no competition but I cannot see this situation remaining for very long; GVP have announced a very juicy 40 MHz 68030 accelerator/RAM combination which although considerably more expensive, will really make the 1200 an even attractive machine. The MBX in the review format retails at around 280 which isn't too cheap, but the number cruncher does contribute to this and is not immediately necessary. **a**

### Ratings: Out of 10

FEATURES	0 2 4 6 8 10
EASE OF USE	
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DOCUMENTATION	
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**A** migas have long held their heads high among games players and the advent of the super new AA chipset means that Commodore will keep their noses will still be leaders for the time being. Indeed, I believe the Atari Falcon looks set to fall away even before it is released properly to the world awaiting the next stage in home computing.

32-bit architecture is the requirement and the A1200 is simply chock-full of the stuff; more bits means ultimately faster,

couple of seconds of 16-bit 44 MHz (i.e. CD quality) sound and not much else!

Now I've given my thumbs up to Commodore's specification on the A1200, I'd like to get onto the Soapbox and expound on the the small matter of taking full advantage of the A1200's new features.

## zool

Firstly, the marketing point of view and is it worth coding virtually a new program from scratch



# Mike Nelson tells the program on the new chipset, they ought

more powerful graphics. OK, so Commodore did not see fit to enhance the sound, but quite honestly, you don't need 16-bit CD-quality sound to zap aliens - it takes too much memory for the samples, for a start. In reality you have to get more than double the 8-bit requirement as in order to hear the benefit from 16-bit sound, you need to up the sampling frequency as well. That costs a phenomenal

amount of both memory and system processing power. The Falcon's minimal configuration is reputed to be 1Mb of RAM - enough for a

especially for the A1200? The big C have reputedly shifted about 45,000 Amiga 1200s over the Christmas period and this represents a huge achievement although sales figures do have an in-built exaggeration factor. Nonetheless a significant pile of boxes have dutifully been shifted and there is a natural

tendency for any software for a new machine to sell well.

To date, the only program to take advantage of the A1200 is a special edition of Zool from Gremlin Graphics. Now this title was one of the best-

selling Amiga 500/600 games of 1992, and it's not hard to see why. The A1200 version has been graphically enhanced with much more detailed backgrounds and takes full advantage of the 256-colour screen modes. The gameplay itself has not altered at all and it is a purely cosmetic enhancement. The extra 1 Mb of RAM in the A1200 and the faster processing makes it possible to scroll all those colours around, but how much effort was required for Zool to be updated?

Zool itself was a very complicated program to write as it pushes the regular Amiga to its limits in terms of the number of colours on screen, and all the animation required to

keep our Ninja hero bouncing around the bad guys. To get the normal program running on AGA chips is quite an achievement as in order push the system the programmers would have to sail very close to the metalwork - or put another way work directly on the graphics chips, rather than the "legal" approach through the operating system.

There is an impressive amount of compatibility built into the newer hardware, but judging by the number of programs that break, the extent of this is limited. The Gremlin guys must have had some pretty high up inside information to avoid breaching largely unpublished rules on what

you can get away with, and also the AA chip register details are by no means common knowledge. Herein lies one of the main problems facing games programmers.

## crashing programs

Commodore are trying to maintain backwards

**There is no excuse**

**other than gross**

**laziness of**

**programmers to**

**hide behind.**

compatibility, but the programming practices necessary to make Amiga



games stand out from the crowd make their job rather tricky. The A1200 is potentially a very powerful machine, but programmers looking to get to the metal will upset the big C as future revisions to the chipset will crash such unfriendly programs.

One of the big plus points about the A1200 is the 68020 processor which has internal caches; code correctly written to account for the implications of processor caches will work on 68030 and 68040-based machines. And the variety of clock speeds seen throughout the Amiga range will force programmers to avoid writing software that

Amigas and there is no excuse other than gross laziness of programmers to hide behind.

When a new machine, operating system upgrade, or processor gets released, people complain that vast portions of their software collection are mysteriously inoperative. This is a very dodgy area to explain as the games world works in an entirely different way from the applications publishers. A typical new release has a shelf life of only a couple of months and so provided it is compatible with the contemporary machines, there is no immediate problem.

More serious programs need to be more

new AA machine in this relatively short space of time; we have glimpses of the AAA chipset on the horizon, and version 4.0 is under development with its "retargettable graphics", meaning that any OS-friendly program will run either on the Amiga or on any graphics board such as the DMI Resolver or IV24, with just a simple user selection.

### slow access

The new Amigas are very much more expandable than their ancestors and I can't see the justification for programmers ignoring extra drives and memory. I find it infuriating when I have oodles of RAM and drives to be subjected to hundreds of single-drive

capitalise on the Amiga's advantages. The main reason why software for the consoles is so ludicrously expensive is because the cartridges have to contain all the RAM for the game (often as much as 4 or 6 Mb) - keeping the RAM inside the computer is the obvious advantage of the Amiga. However, lots of

**As the world gets**

**more demanding**

**from its computers,**

**the Amiga is the**

**best placed**

**machine to serve**

**it.**

slow disk access is the penalty to be paid so

Macs still reign supreme, but not because they are more powerful machines (they simply aren't), but because of their software and the dogged determination of people to ignore the Amiga.

As the world gets more demanding from its computers, the Amiga is the best placed machine to serve it, offering powerful processing and graphics on the foundation of tried and tested technology, with a superb multi-tasking operating system to cap it all. While other people are trying to decide what multi-media is about, Amiga users are doing it. But then you knew all that, didn't you? So go and tell someone else...**a**

# mers that if games don't run to pull their coding socks up.

depends on a 68000 running at 7.14 MHz for its timing. These comparatively simple problems explain why many A500 games will not run on accelerated Amigas

**When a new machine, operating system upgrade, or processor gets released, people complain that vast portions of their software collection are mysteriously inoperative.**

or A3000s, and it is an unacceptable situation which should not have arisen in the first place. Many games work perfectly well on all

robust in surviving Commodore's efforts at progress, and so must be written more carefully with close attention to avoiding illegal conjuring tricks. Inevitably it is Commodore who get the blame when things don't work, but by and large the programmers must shoulder most responsibility through taking short cuts that are unsupported by Commodore.

I think people are realising that short-term gains and hacks are becoming untenable as the rate of Commodore's new software and hardware releases has picked up in the last 18 months or so. We have had 2.0, 2.1 and 3.0 of the operating system and the

disk swaps just to play a game, and that doesn't include a good moan about hard drive support. If the Monkey Island people can do it, I don't see why anyone else can't. Commodore have endeavoured to decrease the cost of hard drive-based Amigas by putting an IDE interface on the motherboard, so for comparatively little dosh, you could avoid all that tiresome juggling with disks. The piracy issue shouldn't deter software houses from making hard drive installable software.

All of this is led by good old market forces. The Amiga is now in competition with the likes of Nintendo and Sega systems and Commodore, with its developers, must

some compromise in the form of either hard drive support, PCMCIA-based software, or best of all, CDs, would seem to be the way forward.

Commodore have really done about as much as they can to ensure the Amiga remains the best option for the home enthusiast, and it is up to the market and developers to build on that solid foundation. If Commodore keep up the good work already started the Amiga should have a very rosy future indeed - and that is just in the home sector.

Many of the issues I have covered are applicable to that allusive business market which the big C have had little success in reaching. Windows machines and





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#### GAME SET AND MATCH

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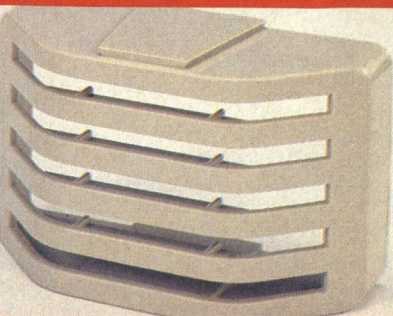
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## ROMBO UPDATE

Rombo are offering an update of their popular 'Vidi-Amiga 12' software.. When reviewed in AUI recently, we found it a splendid piece of equipment for the money, and that has been the view of many of you since. However, when we reviewed it, we said that whilst it perfectly matched the Workbench 2 look, we thought some of the style and functionality of the original had, in fact, been better. Rombo have heard our pleas and made some significant improvements.

There will be a return to the original carousel format, where a series of 'grabbed' images will be spread over the screen. Originally, there were twenty grabbed pictures on screen; the new system will probably show sixteen, plus the carousel controls. A worthwhile improvement over the seven images shown in the current carousel option.

Other improvements are greatly improved functionality all round - making most operations both faster and smoother than before, and an improved 'load/save' facility. The update will be available shortly and at a nominal replacement cost to existing owners.

## award

From more than one thousand businesses, Rombo was one of twelve to be awarded a "Smart" award recently, by the Scottish Department of Trade and Industry, for their Vidi Amiga. Ever on the lookout to improve the quality and design of Amiga add-ons, don't be surprised to see Rombo enter the 'morphing' arena soon.

## THE VIDEOGOLD COLLECTION

Recently I've had the opportunity to look at the VideoGold collection, from VideoWare. As the "First Steps in Video" series starts in this issue, it's an ideal time to mention this collection of disks.

They are not PD, though priced at the remarkable figure for twelve disks, they hardly more expensive. There are currently six sets for sale and they are aimed at the videographer who has neither the time nor inclination to produce his or her own titles. But VideoWare encourage you to adapt and customize their work to meet your own needs. The collections contain pictures, animations and anim brushes. You will obviously find some you like and some you don't. However, there's no disputing a wide variety of effects and styles that would certainly complement most video enthusiast's library.

There are help files with the disks and a printed user guide that is one of the best I have ever read. It gives succinct, accurate advice on aspects of DPaint that are particularly beneficial to video titling and customizing the VideoGold clips. VideoWare also operate a technical help line up to 9 pm daily.

The VideoGold Wedding Collection has animations in various resolutions, depicting most situations you could imagine, including opening wedding albums, church gates, cakes and confetti. Some are specifically designed with genlocking in mind.

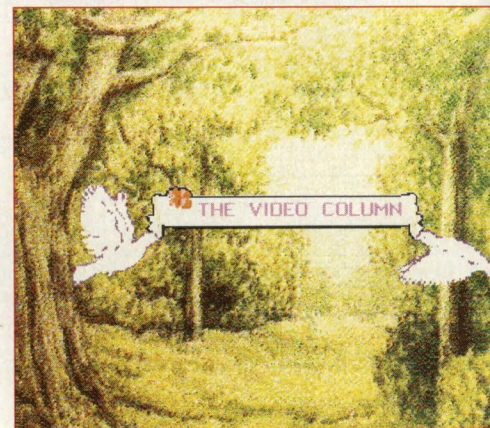
VideoGold Packs 1 and 2 contain animations for various subjects, including weddings, anniversaries, parties, holidays, festivals, babies and children. All the animations on Pack 1 require just one meg to work and customize, whilst those on

Pack 2 require one or two meg.

Three new packs for 1993 are "VideoGold Collection 3" - with more assorted animations for your video; "Special FX Pack" - with wipes and masks for use within DPaint and to enhance your genlocking; and "VideoGold Deluxe Paint Tutorial" - a disk to guide you through the more complex parts of that great program.

Great value at hardly more than some blank disk prices; even if you don't like some of the animations, they offer a wealth of ideas for you to work from. Further information, VideoWare Tel: 0925 851559.

## NEW SUPER EDITMAN



Sintronix updates Editman From Sintronix, comes the 1993 range of EDITMAN Amiga based video editing systems. The new version features S-VHS / Hi8 socketry and improved automatic editing mode that supports animation inserts, the use of different source tapes and the use of genlocks - in addition to all the previous features offered by this series.

As computer based video-editing takes over from the older style edit-suites, Sintronix obviously intend to stay at the forefront. The new "300" series Editman will control two videorecorders or camcorders, whilst the "400" series controls three machines, enabling full A and B roll editing to be performed, in true professional style.

We expect to look at these machines in the near future. Until then, further information, or a demonstration of the equipment at Sintronix Derby headquarters call them on 0332 298422.

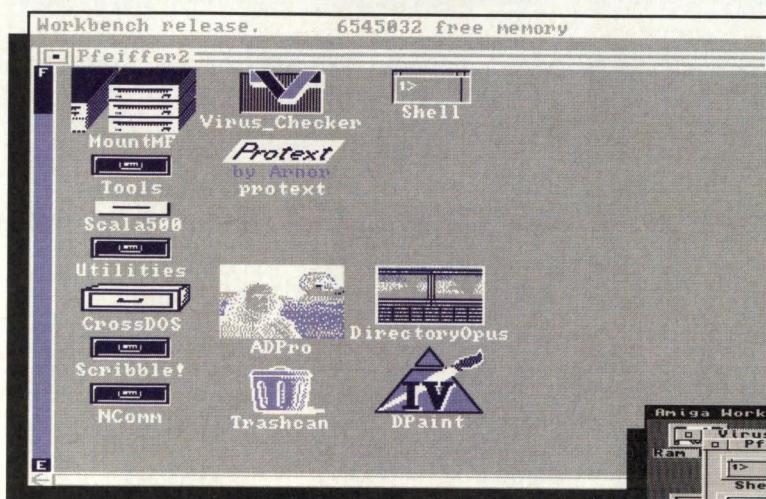
If you have any news of developments on the Amiga video scene, send it to The Video Column, at the AUI address.



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# M.A.S.T.E.R.I.N.G AMIGA WORKBENCH

**Bruce Smith and his books are beginning to fill up many a shelf, here he takes on WB2.**



you with the kind of background necessary to get the most out of your Amiga and prepare you nicely for the subsequent chapters on some of the more esoteric features of the system including icons, a brief introduction to

**The pace of Amiga development has increased markedly over the past year and shows no sign of slowing down.**

useful information and very well presented, as are all of Bruce's books – give it a try but remember it's slightly out of date. **a**

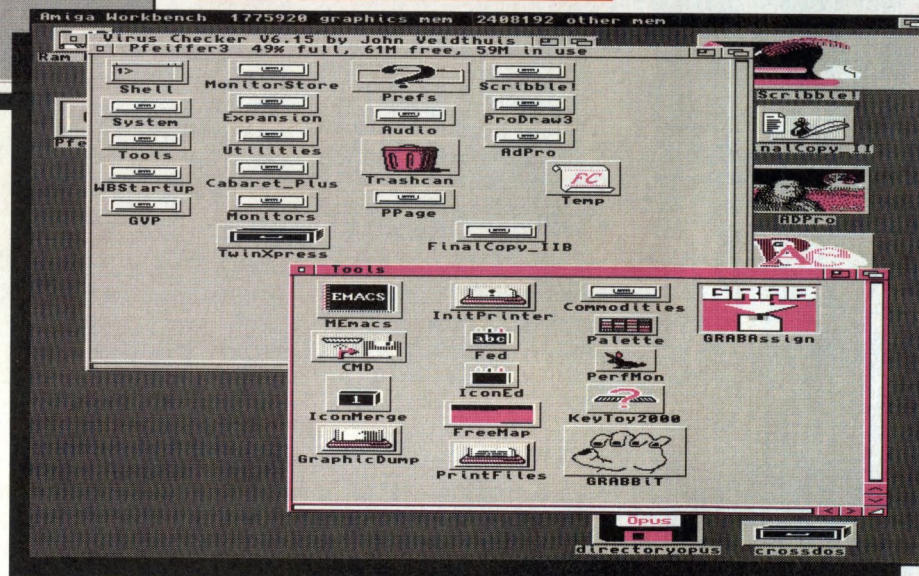
**B**ruce Smith and his books are beginning to fill up many a shelf and this is the seventh in the series is dedicated to Workbench 2, as the title suggests. Before I take a look at the book, it's worth mentioning exactly what the phrase Workbench 2 actually means. At the end of 1991 Commodore completed a major release to the Amiga's system software, version 2.04, which was a ROM-based upgrade for its entire range of Amigas. This was fine and around a year later it was further updated to release 2.1 with a new set of disks which worked with the 2.04 ROM.

A600HD owners will have 2.05 ROMs which are identical to 2.04 except for the software to control the hard drive. Confused? Well, to cap it all, the big C then went and unleashed two completely new machines on an unsuspecting world and to cope with the vastly

superior hardware yet another version of the operating system, 3.0, was required.

That isn't quite the end of the story as rumour city has fed grapevine information to the effect that a 3.1 and 4.0 are currently under development in West Chester, which could hardly come as a surprise. The pace of Amiga development has increased markedly over the past year and shows no sign of slowing down. This may create as many problems as it solves.

"Mastering WB2" is restricted to the 2.04 release and so will be of most use to A500 and A600 users who are getting over the "Wow let's play games all day" type of reaction that Amigas tend to generate at first. The book is a very gentle introduction to the fascinating world of the Amiga and its environment, starting with the very basics of what the user interface is all about. You then get taken through each of the



Workbench Menus in turn, dealing with the everyday functions of life.

## preferences

Next comes the various drawers of the Workbench with all the system files explained, including those wonderful Commodities and the Preference programs that make your environment your own. The explanations are clear yet comprehensive and provide

AmigaDOS and its scripting language, font controls and also printing.

Mastering Amiga Workbench 2 is a good introduction which I would recommend to beginners looking for a bit of adventure. However, it must be borne in mind that the Amiga has several important revisions to its system software that are not covered by the book and maybe some form of update is in order. It's full of

## INFO

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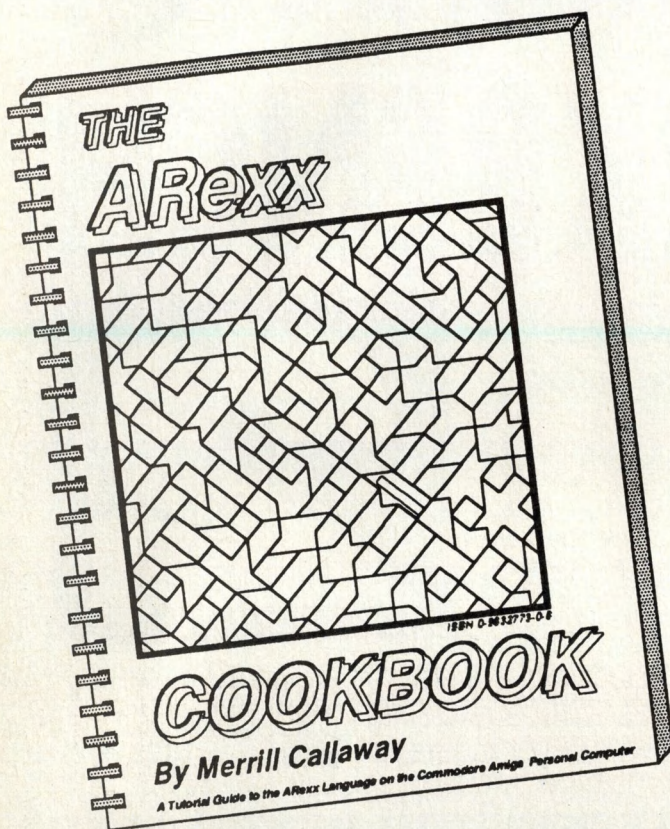


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THE

# ARexx COOKBOOK

**Paul Overaa takes a  
look at an ARexx book  
with a difference...**



**A** number of books on ARexx have appeared over the last few months but this one is particularly useful as it has adopted a rather different approach to the learning of the language.

To start with it doesn't bother to duplicate the ARexx reference material that is readily available from other sources. So you won't find the usual lists of ARexx instructions and function definitions. Instead, once a brief ARexx overview sets the scene, the book adopts a 'hands on' approach and you learn the language almost exclusively by examples which show the instructions and functions being used in context. This does mean, of course, that, in addition to this book, it would be useful if prospective readers had access to either the Bill Hawes or Commodore ARexx language documentation. The Cookbook does provide very useful margin

references to these two forms of official ARexx documentation.

## content

The book scores very highly for its content. There are good chapters on standard topics such as file handling and the use of ARexx's powerful string functions

There is also a

very useful

appendix on

using ARexx with

Art Department

Professional.

etc., but it is in dealing with the more complex topics, such as the use of ARexx's sophisticated string parsing facilities, that the book particularly excels. There is

also an excellent chapter on using ARexx and PostScript and I am almost sure that, at the present time, this book is the only ARexx offering to have dealt with this potentially powerful language combination. There is also a very useful appendix on using ARexx with Art Department Professional and again this is bound to appeal to a great many ARexx users. Another plus for the book is the fact that there are better than usual accounts of the use and importance of many of the popular ARexx support libraries.

## examples

As you might expect in a book of this nature, there are a great many examples. A lot of these, because they are not run-of-the-mill ARexx illustrations, make for interesting reading. Puzzles including the recursive solution to the well-known Coconut problem are provided along with sections on things like number base conversion and sorting. Even with the more mundane topics, such as sorting, you'll find something different in the

approach (a good account of the Shell sort algorithm for example).

Because new terms and facilities are only introduced when they are needed, the Cookbook is quite an easy book to get along with. As an added bonus it also makes a point of getting across lots of programming style tips concerning

Even with the

more mundane

topics, such as

sorting, you'll find

something

different in the

approach.

pseudo-code, block indentation, code consistency and the like.

Nevertheless, I do have a few reservations about the book as I'm not completely sure that it is an ideal first book for computing beginners. Because although it doesn't

assume any previous exposure to ARexx, there does seem to be an underlying assumption that the reader has a certain amount of 'computing maturity'. Despite the fact that the book is well written the absolute computing beginner would, I suspect, struggle in places. For most Amiga users wishing to move into the world of ARexx however the book is clearly going to be extremely valuable! **a**

## INFO

The ARexx Cookbook  
including disk 1 £29.95  
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# BOOKS

## AMIGA FOR BEGINNERS (1)

**Author:** Christian Spanik  
**Publisher:** Abacus  
**No. of pages:** 216  
**Price:** £15.45

This book was written with the absolute beginner in mind, with

speech, sound and a lotto program).

★ AmigaDOS commands, CLI tricks and tips

Appendices include: a short course in troubleshooting your Amiga - computer glossary - instructions for creating and editing icons - general technical data.

### Taking a personal and somewhat idiosyncratic look at the hard copy end of the Amiga, Jean

ideas, tips and suggestions to help you learn about the Amiga. It is specifically for Amiga 500, Amiga 2000 and Amiga 3000 owners and is updated to include Workbench 1.3 and 2.0.

This practical guide begins with unpacking and connecting your Amiga and how to get started, with descriptions of the hardware, interfaces and expansion.

It also covers:

★ An explanation of the concept and basic terms of Intuition

★ The Workbench Disk - Mouse control, Windows, Utilities, Intuition glossary, Preferences, Workbench menus 1.3 and 2.0. Add-ons - Memory expansion, Disk drives, Genlocks etc.

★ An introduction to AmigaBASIC, the Extras disk, writing programs in BASIC (graphics, animation,

It's easy to read and informative. What more could you want?

No doubt for A600 and A1200 owners this will be a bit frustrating but patience, patience..

## AMIGA C FOR BEGINNERS (1)

**Author:** Dirk Schaun  
**Publisher:** Abacus  
**No. of pages:** 282  
**Price:** £18.45

A practical introductory guide to learning and using C language on the Amiga. The book is divided roughly into two parts.

The first part introduces the basic structures of C programming

through operating the editor, compiler and linker; writing your first C program; Loops; String handling; Calculations; Variables and Error checking.

The second part explains the background and peculiarities of each C statement and function, including preprocessor commands, abbreviations, arrays, more about loops, pointers, addresses and storage classes. It also discusses complex data types, macros, tricks and tips for C programming, an introduction to Intuition (especially the creation of windows and screens) and graphic programming.

The Appendices include: the history of C - C functions - the Lattice C Compiler - the Aztec C Compiler - Reserved C keywords - Storage Classes - Type Conversions - C Operator Precedence.

An optional program disk is available.

C may be tops with Amiga programmers but lots of Amiga users are still scared of it. This book has been around quite a time but who said that C has changed much? Not me.

## THE OFFICIAL COMPUTER WIDOW'S (AND WIDOWER'S) HANDBOOK (2)

**Author:** Edited by Tina Berke and Gretchen Lingham  
**Publisher:** Computer Publishing Enterprises  
**No. of pages:** 147  
**Price:** £9.95

The blurb claims: "This book is for anyone whose status in their home has been usurped by computer technology - whose spouse spends hour upon hour locked in a dark room staring at a glowing amber screen".

Written to amuse and possibly

help you in your hour of need, this immensely readable and entertaining book consists of:

★ A guide to what makes the obsessive computer user tick (yes, you may well be one!) - a psychological profile to help you understand their (your?) thoughts, emotions and habits.

★ Survival tactics, with techniques and approaches for dealing with the trauma of computer widowhood.

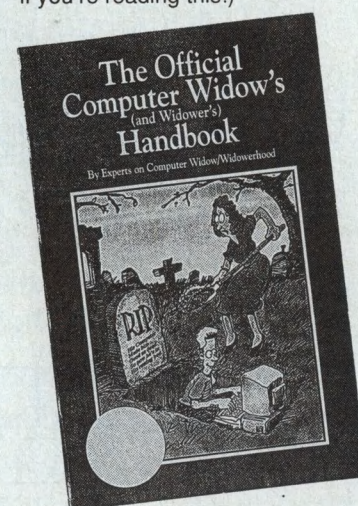
★ Poems, mystery stories and romance stories.

★ Fifty things to do when you are stuck, depressed or just fed up.

★ A collection of computer jokes.

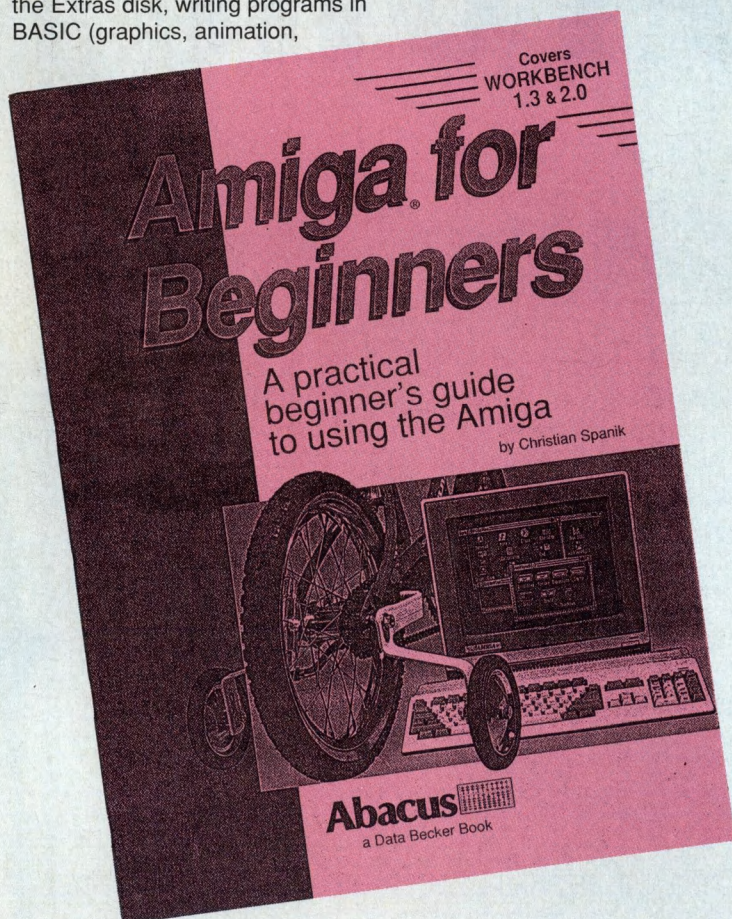
★ Crossword puzzles.

(Don't show it to your girl friend/wife/partner if you are the computer obsessed one - as you probably are if you're reading this!)

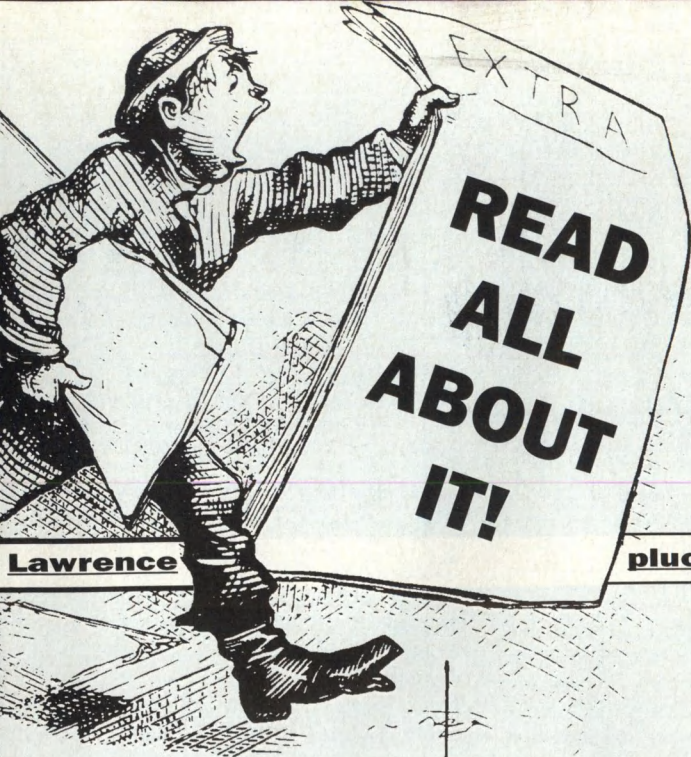


## MAKING MUSIC ON THE AMIGA (1)

**Author:** Christian Spanik, Thomas Tai and Holger Hahn  
**Publisher:** Abacus  
**No. of pages:** 250  
**Price:** £32.45







**Lawrence**

**plucks a few tomes for you from her bookshelves.**

A comprehensive guide to understanding all aspects of music development on the Amiga. This book assumes that you have some knowledge of the basics of music. However, there is a chapter on Music Theory covering Scales, Rhythm, Tempo and Meters.

Topics include:

- ★ Sound Generation, analog and digital sounds.
- ★ Music Programming in AmigaBASIC: sound frequency, waveforms etc., hardware programming in GFABasic: accessing, sound modulation etc.
- ★ IFF formats: 8SVX (8 bit Sampled Voice) and SMUS (Simple Musical Score) with sound tutorial programs.
- ★ Software programs: guidelines and tips on using Sonix, AudioMaster II, Dynamic Drums and Deluxe Music Construction Set.
- ★ The fundamentals of MIDI, how to build circuits, sampling and digital recording.
- ★ Public Domain programs like MED, Perfect Sound, MakeSounds and JukeBox disks.

Appendices: Glossary - MIDI Sequencers - list of MIDI codes with their meanings.

Comes with a disk containing public domain music in AmigaBASIC, GFABasic, C, and assembly language.

It's a bit ancient as it doesn't cover more recent products like Audiomaster IV but in principle nothing much has changed since it came out. (Though we haven't seen what the Sunrize Direct-to-Disk recording device can do yet. Will

that change your and my musical life? Probably not.)

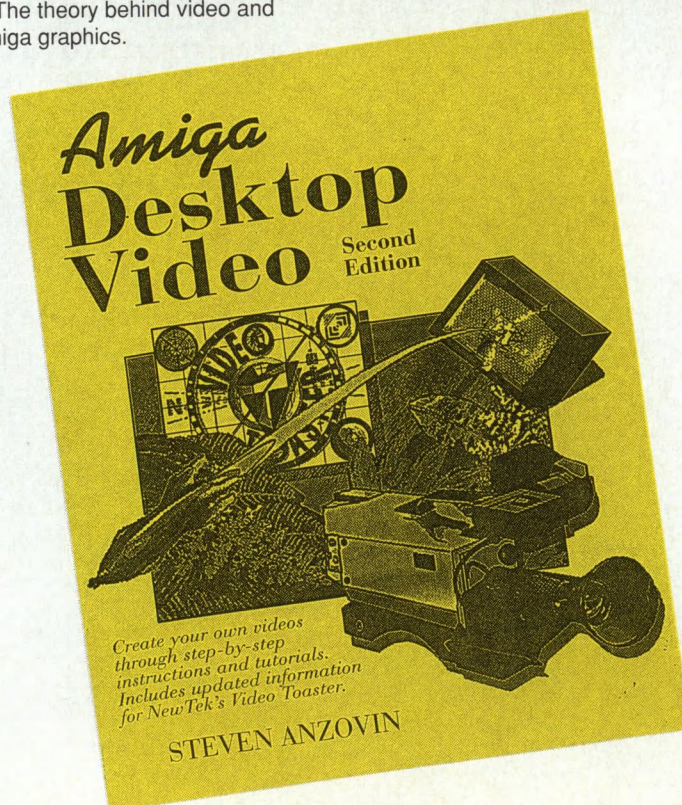
## AMIGA DESKTOP VIDEO (1)

**Author:** Steven Anzovin  
**Publisher:** Compute Books  
**No. of pages:** 278  
**Price:** £20.95

Step-by-step instructions and tutorials on how to create your own videos. Previous video production experience is not required, but you should be familiar with the Workbench, CLI, disk and file handling and using a VCR.

Contents include:

- ★ An introduction to desktop video.
- ★ The theory behind video and Amiga graphics.



★ Setting up your own desktop video studio.

★ Descriptions of the hardware and software available.

H Video production techniques, using an example of the making of a promotional tape.

★ Post-production: editing, assembling the raw footage into a finished program and coverage of the editing process.

★ Design principles for practical communication, data graphics, video text and creative design.

★ Animation: page-flipping, key frame animation, 3D animation, rendering techniques.

★ Sound: Audio equipment, mixing, layering, MIDI, tips on scoring.

★ An introduction to some of the methods and equipment used in broadcast video.

★ Newtek's Video Toaster.

Appendices include: Desktop video sources of hardware and software - glossary of terms.

It doesn't contain anything on up-to-date goodies like the wondrous OpalVision but then what do expect? It's book not a magazine...Just grab your camcorder and let's have some action!

## HOW TO GET STARTED WITH MODEMS (2)

**Author:** Jim Kimble  
**Publisher:** Computer Publishing Enterprises  
**No. of pages:** 140  
**Price:** £9.95



An introduction to electronic communications. As the author says, this book was written in a style which assumes you will read it like a novel - from front to back, as each chapter builds upon the previous one.

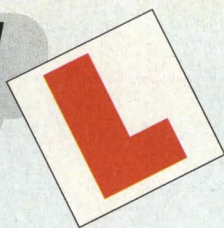
Contents include:

- ★ The basic of telecommunications.
- ★ Buying a modem.
- ★ Communications software.
- ★ Bulletin Boards - how they work



# BOOKS

hard copy



c o n t i n u e d

and setting up and running your own system.

- ★ An explanation of modem terminology.
- ★ A beginner's guide to modem installation.
- ★ Glossary.
- ★ The Basic Command Set.

Too many people think that the term communication is filled with menace. As the phone becomes more and more a part of our lives, we shall all become immersed in comms - and modems are now under £100 and getting faster. Roll on voice mail...

## AMIGA GRAPHICS INSIDE & OUT (1)

**Author:** Tobias Weltner, Jens Trapp and Bruno Jennrich  
**Publisher:** Abacus  
**No. of pages:** 600  
**Price:** £32.45

Suitable for both the beginner and the more experienced programmer, this is a wide-ranging guide to understanding and using Amiga graphics.

The first chapter deals with how to create graphics, with examples to demonstrate the use of the BASIC graphic statements - pixels, lines, circles, paint, colour, animation etc.

Further chapters cover:

- ★ Intuition (the date structure of windows and screens), the RastPort, the ViewPort, Copper programming (double buffering).
- ★ Fonts - accessing as well as designing your own fonts.
- ★ Hardcopy routines - enlarging, shrinking and multi-tasking.
- ★ A complete 1024 x 1024 paint program that uses superbitmap layers, designed to create black & white drawings which you can then print.
- ★ Graphic programming in C using Aztec and Lattice compilers.
- ★ Amiga resolution modes

including sprites, bobs and AnimObs.

### Appendix:

Structures and Include files with their functions - the library functions - the hardware registers.

A disk containing program listings is available separately.

Once again, the computer world has moved on.. This doesn't cover all the luscious beauty that can be created with CBM's hot new chipsets and their associated rainbow graphics. For 3.0 users, your dazzling time will come.

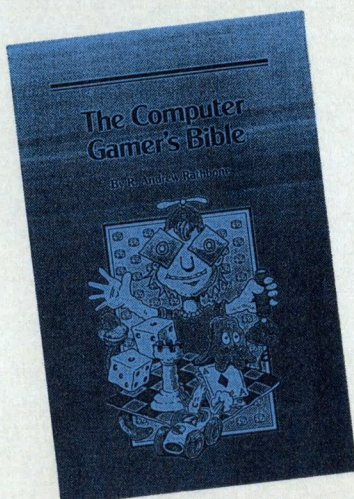
## THE COMPUTER GAMER'S BIBLE (2)

**Author:** R. Andrew Rathbone  
**Publisher:** Computer Publishing Enterprises  
**No. of pages:** 181  
**Price:** £9.95

This book describes all the categories of games and the computers that run them - Amiga, IBM, Macintosh, Atari.

It covers:

- ★ The history of video games and computer games companies.
- ★ How to install a game on a hard drive.
- ★ Tips on writing your own games.
- ★ How to find clues for an adventure game.
- ★ Installation and copy protection.
- ★ Joysticks.



- ★ Soundcards.
- ★ Answers to frequently asked questions.
- ★ Glossary.

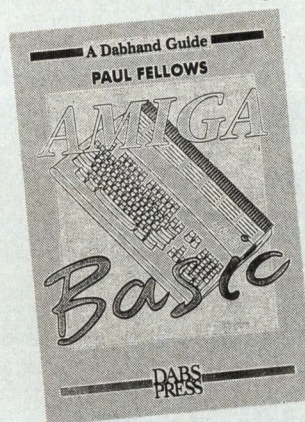
If you're a player this will probably only tell you what you already know. But it would make a good pressie for anyone starting out.

## AMIGA BASIC (3)

**Author:** Paul Fellows  
**Publisher:** Dabs Press  
**No. of pages:** 560  
**Price:** £15.95

This comprehensive guide provides a tutorial to using AmigaBASIC. It is assumed that you know how the Amiga works, although no prior knowledge of BASIC is necessary.

If you have never done any programming before, it explains what a program is and takes you step by step through the stages



involved in writing one.

Topics covered include:

- ★ Graphics: circles, ellipses, loops, rectangles, the Palette; creating screens and windows.
- ★ Text handling, manipulating and interacting with the user.
- ★ Techniques for writing well-structured, easy-to-read code and writing large programs.
- ★ The different categories of numeric variables and mathematical functions.
- ★ Sounds, voices and speech.
- ★ Animation: bobs, sprites and handling collisions.
- ★ The theory and practice of file handling.
- ★ Managing Memory and Resources.
- ★ A brief overview of machine code.
- ★ Using different devices for input

and output e.g. joysticks and printers.

Appendices: Glossary - a list of error messages - comprehensive alphabetical index of all the AmigaBASIC keywords, with descriptions and examples.

Once it was all anyone had - or learned - but now BASIC is limping off into an uncertain future. However, if you want to find out what it is or was about, this will give you all the necessary lowdown. The key to a bit of computer history.

## THE BEST AMIGA TRICKS & TIPS (1)

**Author:** Wolf-Gideon Bleek, Tobias Weltner, Stefan Maelger  
**Publisher:** Abacus  
**No. of pages:** 410  
**Price:** £27.45

A collection of useful hints, tips and applications for all Amiga users.

Topics include:

- ★ Shell questions and answers, AmigaDOS commands, using Mount.
- ★ AmigaBASIC including graphics programming commands; changing fonts; print.
- ★ Making your programs user-friendly with scrolling tables, sliders, rubberbanding, status lines and animation.
- ★ File structure, file monitor, utility programs.
- ★ Using the Workbench (versions 1.3 and 2.0) with keyboard tricks.
- ★ Icon types, design and creation.
- ★ Trapping and correcting errors.
- ★ Mix machine language with BASIC; writing a virus killer program.
- ★ Techniques for upgrading Amiga hardware.
- ★ The NewCon and Pipe devices.
- ★ A complete list of BASIC tokens.
- ★ Shell and Printer Escape sequences.

The package includes a disk which contains all of the programs listed in the book.

Once again the tricksters among the 3.0 crowd are going to be thwarted, it came out before your A600 and A1200 babies were conceived - well, born anyway. But if their backward compatibility is all that Commodore claims then you



could cut your teeth on the tricks and tips here and wait for some other smartie to come up with more for your super advanced machines.

## AMIGA PROGRAMMER'S GUIDE (1)

**Author:** Linda Byrket Shilling and Henry Shilling  
**Publisher:** Weber Systems, Inc.  
**No. of pages:** 286  
**Price:** £22.95

This book can be used as both a tutorial and a reference guide. Included are many examples and illustrations to demonstrate the operation and programming of the Amiga.

It starts off with an introduction to the Amiga and its peripherals, with descriptions of the keyboard, disk, disk drives, printers, mouse and connectors. You are then introduced to all aspects of the Workbench environment, followed by illustrations on the use of all the Amiga tools e.g. IconEd, Notepad,

Calculator, Preferences, Clock.

Other topics covered include:

★ CLI - all the AmigaDOS commands with complete descriptions and examples for each command; how to work with the screen editor ED with an explanation of command sequences so you can create and modify your own files.

★ How to operate in BASIC with a special section for beginners with five simple programs. BASIC specifications including labels and line numbers, naming and saving files, device handling, constants and variables.

The Appendices contain:

Glossary - AmigaDOS commands - Error codes and Messages - list of ED commands - AmigaDOS and AmigaBASIC - AmigaBASIC Reserved Words - and for those experienced with electronics, Amiga Connectors.

It isn't the latest but it's been solidly tested by the best and is still around - sounds like AUI itself, doesn't it? Which all programmers read anyway.

## USING AREXX ON THE AMIGA (1)

**Author:** Chris Zamara and Nick Sullivan  
**Publisher:** Abacus  
**No. of pages:** 424  
**Price:** £32.45

A guide to using the AREXX programming language, with tutorials, examples, programming code and a complete reference section. You don't have to be an expert programmer to use this book, but you do need to be familiar with the basic operations of the Amiga - the Workbench, how to copy files, typing in simple Shell commands etc.

The book is divided into four main sections:-

1. Getting Acquainted - Introduction to AREXX and its uses - fundamentals of the AREXX system - Installing and accessing AREXX - simple software control.

2. AREXX Programming - Simple programming - Numbers, Strings and Operators - Compound Variables and Built-in Functions - Compound Statements and Loops - User-Written Functions - File input and output - Parsing and String Handling - Debugging, Tracing and Error Trapping.

3. Controlling Applications - AREXX communication, commands and applications - specific applications: word processing, telecommunications, graphics, multimedia, music, database/scheduling, business/finance.

4. Reference Guide

Appendices: Using a Text Editor - AREXX support software - ASCII Chart - Vendors and products.

Includes a disk with listings from the book, sample programs and utilities. Requires AREXX.

The authors are old friends and longtime Canadian Amigaphiles. They know what they're talking about. And AREXX is becoming a significant part of the armoury of anyone who does things with the Amiga - as opposed to letting the Amiga do things to you. But as a reader of AUI, you have got to be in the former category.

## KIDS AND THE AMIGA (1)

**Author:** Edward H. Carlson  
**Publisher:** Compute Publications  
**No. of pages:** 271  
**Price:** £15.45

This book is written for children

ages 10 to 14 and teaches programming on the Amiga using two languages - BASIC and AmigaVision (an authoring language useful for multimedia presentations).

It is divided into 32 lessons containing explanations, cartoons, examples, exercises and review questions. Each lesson is preceded by a "Notes" section with some helpful hints for the Parents or Teacher.

1 - 14 Introduction to the computer, how to write and edit programs; saving to disk.

15 - 24 Some shortcuts; Data; Sound; Graphics and Colour.

25 - 32 Advanced programming, snipping strings, switching numbers, ASCII code, secret writing, LOGIC, introduction to AmigaVision, making the computer speak, writing screens and receiving input through the keyboard and mouse.

**Appendices:** Answers to Assignments - Error Messages - Glossary.

It's not for the mindless one hand players - I refer of course to the pernicious console addicts. It's for the bright kids who have persuaded their parents and themselves that the world is bigger than platform games. And it should, as the toy manufacturers say, provide hours of fun - in this case intelligent fun.

## AMIGA MADE EASY (1)

**Author:** Patrick Hall  
**Publisher:** Sigma Press  
**No. of pages:** 238  
**Price:** £12.95

A comprehensive guide on how to use the Amiga effectively, for newcomers with no previous experience as well as more advanced applications for existing users.

Contents include:

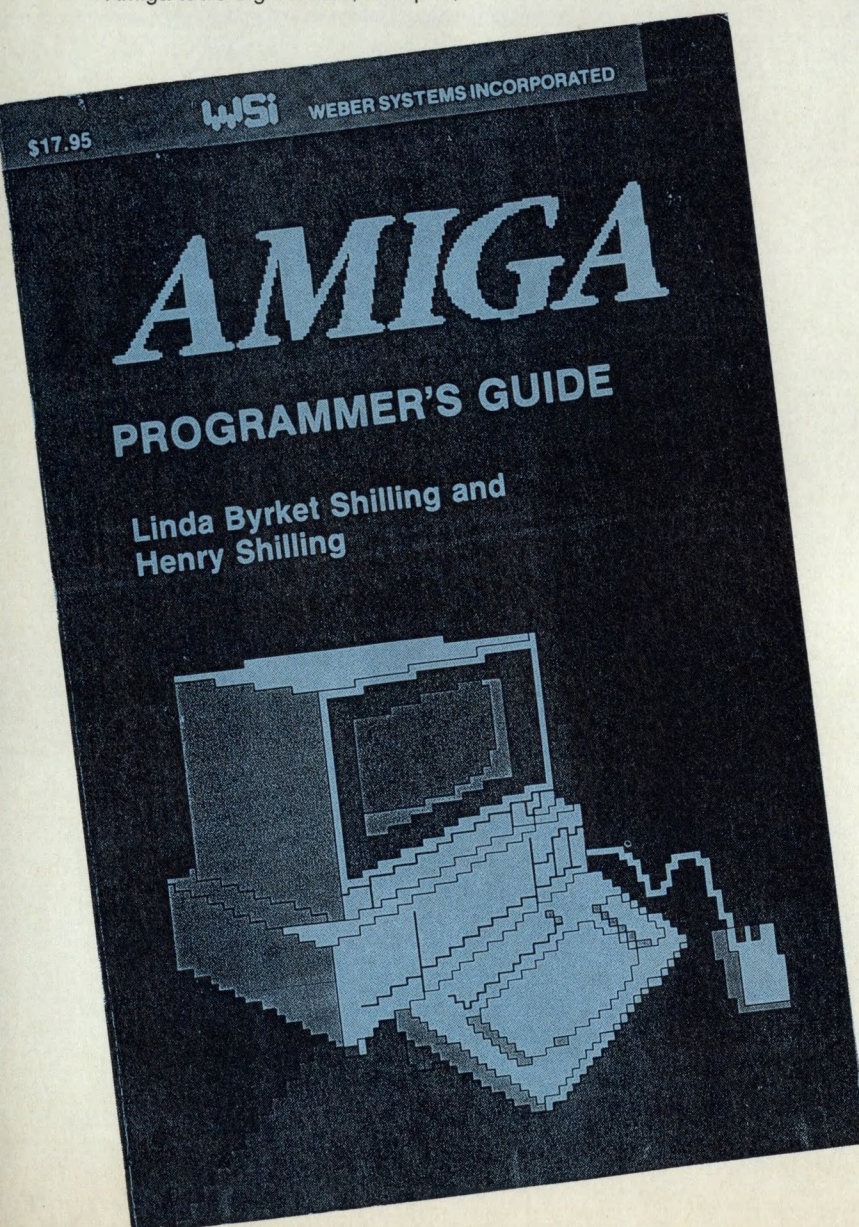
★ Setting up the computer; exploring the Workbench and its facilities.

★ Word processing (Scribble), Designing a Spreadsheet (Analyze), Building a Database (Organize).

★ Programming in BASIC.

★ Graphics and the Mouse.

★ Artificial Intelligence and Machine Learning.





# BOOKS

hard copy



c o n t i n u e d

★ Elementary animation - Aliens and Animation (flying saucer designing and crashing).

This is really the kids' book but for adults. Yes - rather no - it isn't 3.0 etc compatible but it isn't intended to be anything but a guide to what you should usefully know if you are as was said recently "Beginning Here". (By whom, I wonder?)

## MASTERING AMIGA BEGINNERS (1)

**Author:** Phil South  
**Publisher:** Bruce Smith Books  
**No. of pages:** 320  
**Price:** £19.95

This book takes you step-by-step through every aspect of the Amiga in a logical manner, introducing items as and when they are required. Explaining each item in depth, from understanding

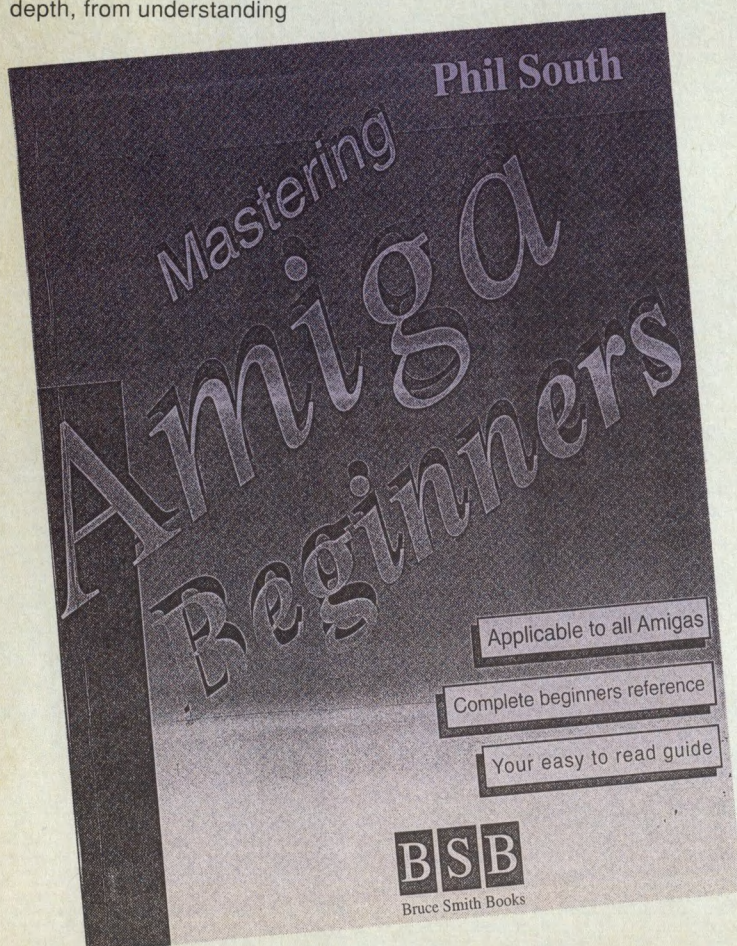
software to using printers and other hardware. The book provides the A to Z of the Amiga which includes:

★ How to use system software, such as Workbench, AmigaDOS, BASIC, and many others.

★ Sound & Graphics section, which introduces sound sampling, midi for beginners, painting and animation, and other music and art utilities.

★ The Good Software Guide - which reviews and advises on many of the famous software names always popping up in the computer world, such as Deluxe paint, Excellence!, Amos, Scala, and also games.

★ The Good Hardware Guide - which covers most of the Amigas including the CDTV, as well as monitors, expansions, emulators, disk drives, and printers.



★ Using Printers, which covers all printers, such as daisy wheel, dot matrix, and lasers, giving instructions on how to use them, dealing with problems, and printer hints and tips.

★ Comms and Modems, what they are? How to use them, getting started, and do's and don't's.

★ Business on the Amiga, which introduces software such as word processors, databases, spreadsheets, other business software, and data protection.

★ Viruses, what are they? What do they do? how to dispose of them, etc, etc.

★ Public Domain, What are PD's, buying them, and how to obtain them.

This book really covers every inch of the Amiga taking it from Amiga BASIC to using C, in a very easy to understand format,

So if you are a beginner and don't know your keyboard from your disk drive, read this book and you'll soon be an Amiga genius! (Maybe!)

## SMIDDY'S' LITTLE RED WORKBENCH 1.3 BOOK (1)

**Author:** Mark Smiddy  
**Publisher:** Kuma Computers Ltd.  
**No. of Pages:** 213  
**Price:** £14.95

This book is a full tutorial on Workbench 1.3 which covers it in depth, the chapters are divided very thoughtfully taking it from the history of the machine and loading Workbench, to the more complicated aspects of the system. This ensures that readers (especially beginners) are not plunged into the deep end too quickly. The book looks at the whole contents of Workbench 1.3, it includes:

★ Welcome to Workbench, making backups, diskcopy, and descriptions of other versions of Workbench.

★ Housekeeping - making drawers, icons, Trashcan, and other important utilities in Workbench.

★ Inside info - this instructs you on how to obtain many features of the Workbench. which may not be as simple to find as the other utilities, such as the size display, the status flags, comment editor, and stack editor.

★ Basic and advanced printer preferences, which explains in depth what printer drivers are, what they are for, installing. Also how to set up a printer, choose paper size, quality, etc.

★ Extras Fonts, what are they? getting more fonts, IconX etc.

★ AmigaDOS, both getting started, and practical AmigaDOS, which covers every aspect of the operating system.

★ The Amiga series - which covers most of the Amigas both inside and out, including the chips and circuits.

★ The Amiga Buyers guide - where to buy, What to buy, and how to buy.

This book is an invaluable tool for both advanced users and beginners. It is very informative, clear and concise, with step by step instructions on how to use Workbench 1.3. So if you are the type of person who is somewhat dazed by draws and icons, get out and buy the Mark Smiddy's little opus.

### Key to availability:

- (1) Computer Bookshops Ltd.  
50 James Road,  
Tyseley,  
Birmingham B11 2BA.  
Tel: 021-706 6000
- (2) Charles Letts & Co. Ltd.  
Letts of London House,  
Parkgate Road,  
London SW11 4NQ.  
Tel: 071-407 8891
- (3) Dabs Press,  
P.O. Box 48,  
Prestwich,  
Manchester M25 7HF.  
Tel: 061-773 8632



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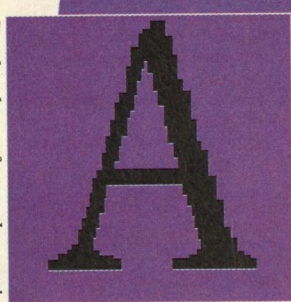
# HE FINAL WORD

...in Word Processing with Perfect Printing

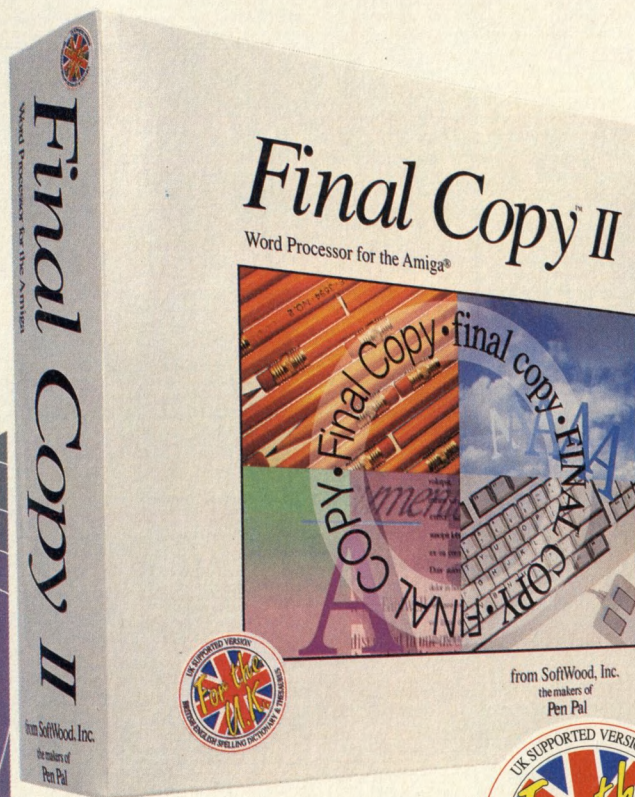
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Final Copy II is not only the Amiga's most powerful Word Processor with every feature you'd expect - plus many more found normally in DTP packages - but also the only Word Processor that gives superb scaleable outline fonts from any Amiga - even 1.3's. Imagine outputting to your printers highest resolution, with almost Postscript™ laser perfection - no matter which printer you may have. Even with a simple nine pin dot matrix you'll get perfect printing\* from Final Copy's 20 smooth outline typefaces that are included!

Simulated copy from a dot matrix printer with normal Word Processor

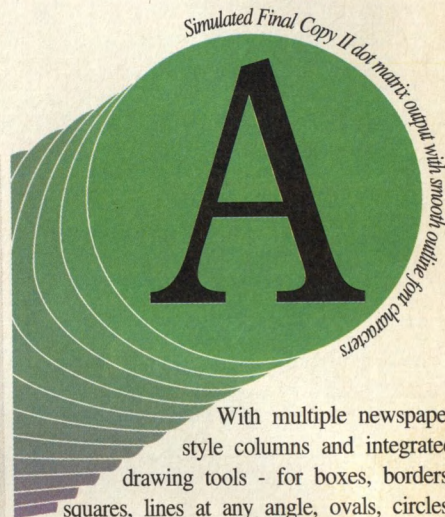


printer with normal Word Processor



With its powerful new features, there's no better Word Processor/Publisher for your Amiga. You'll quickly realise the benefits which were once the exclusive preserve of the Macintosh™ and other high end publishing systems.

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With multiple newspaper style columns and integrated drawing tools - for boxes, borders, squares, lines at any angle, ovals, circles, arrows etc., plus colour text, along with many other formatting tools - your documents will look and read just as you want them to.

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## Compatible with...

Amiga-A500/600/600HD/1500/2000/3000. System requirements... min. of 1Mb. RAM and two Floppies or a Hard Disk Drive [A600HD requires at least 1.5Mb].

\*Any Workbench supported graphic printer, colour or mono, including... Citizen 120D, 124D, 224, Swift 9/24, 200/240; Star LC10, 20, 200, 24-200, and XB Series; Canon BJ10ex; HP Ink/Paintjet; Postscript™ devices and many more.

## Trade Distribution by...

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Dealers... Please call Harwoods for your supply of leaflets and inclusion in the list of stockists we provide to customers.

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## Final Copy II

encompasses a whole range of other advanced features, here's just a selection:

- ◆ Uses the latest Workbench 2 Style interface on all Amigas
- ◆ On screen command ribbon controls (format your document with the simple touch of a button)
- ◆ 25% to 400% editable page reduction and magnification command
- ◆ Title page, master pages & style sheets
- ◆ Right/left pages with binding offset
- ◆ Open multiple documents
- ◆ Fast mouse document panning and zoom/un-zoom
- ◆ External and internal mail merging
- ◆ Cut, copy and paste
- ◆ Search and replace
- ◆ On screen maths
- ◆ Auto-hyphenation
- ◆ Import, resize and crop IFF, HAM and 24Bit ILBM graphics and auto-flow text around them
- ◆ Text over graphics
- ◆ Outline fonts on all Amiga screens, and any non-Postscript™ or Postscript™ compatible printer
- ◆ 4 point up to 300 point [over 4" high] smooth text printing
- ◆ Text leading and spacing controls
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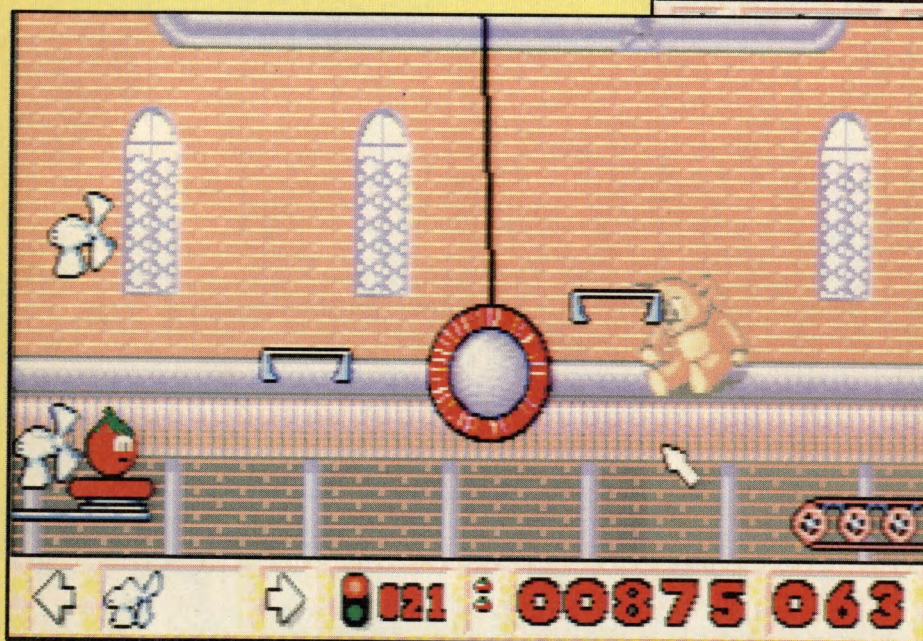
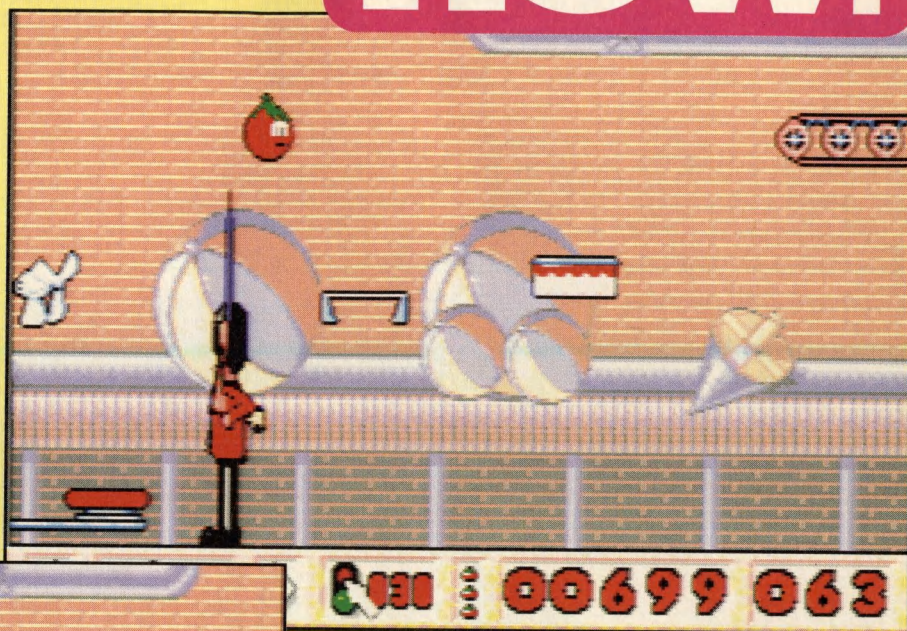
# entertainment now!

**ASHLEY COTTER-CAIRNS and ANDY MOSS** report the latest developments and pick the best and the notable worst of the games world.

## BILL'S TOMATO GAME

**PSYGNOSIS**

**£27.99**



BTG (as this will be hereafter known) is a hilariously irritating game, which will have you playing like no other game has done since this company's other puzzle smash, Lemmings. It's all about getting Terry Tomato up a beanstalk to rescue Tracey, his sweetheart, who has been unfortunate enough to be kidnapped by... a squirrel. Yes, a squirrel. No, don't adjust your sets.

Things don't get any more sensible from here. Using a limited number of powers to their utmost, you must get Terry from one side of each screen to the other. He always starts on a springboard and there are usually a number of fans,

which are required to blow Terry in the desired direction. He always leaps a standard height, but depending on where you place the fans, the length of the jump alters.

Other powers, like springboards, Jack-in-the-boxes, reverse fans and blocking boxes must be placed to make the most of the initial jump and get the pining fruit across the screen (and sometimes part of the way back again as well). There are three main hazards. The first of these is the number of lives, or tries, you have. This can be 30 or more on starting a screen but, as one theory after another hits the fan - sometimes quite literally, with horribly squidgy results

- that total can start to look quite small after all.

The other hazards are the time limit and the moving objects. The former will end the game if you fail to complete the level before its expiry, while the latter will not only lose Terry a life but also remove from the screen and place back in the inventory any powers you've already painstakingly placed. This is the main irritant. On some screens, there's very few places where the moving things don't move to at some stage or other, so you'll need to not only plan ahead but time the start as well.

BTG is a surprisingly addictive game. There are lots of nice amusing additions to finish off the

rough edges, including some really nasty ways to die. Maybe the music will get on your nerves but if it does, it's easily switched off. And there is a password system to save a shred of your sanity. Destined to become a cult classic.

### VERDICT

Graphics:	90%
Sound:	85%
Game Play:	92%
Decision:	90%

## GALACTIC WARRIOR

**SUMMIT SOFTWARE**

**£9.99**

A new name to the Amiga market launches a rehash of several C64 games of the mid 80s. This first title by Summit is pretty encouraging. Graphically it's great, with neat, imaginative graphics and silky scrolling. The sounds are as normal for a shooting game. The subtitle, Rats with a R-R-R-

attitude should not put you off.

You have three rats, or lives, and must go about blasting things, collecting money that the dead things drop and spending it in shops for bigger guns to blast with etc. The shop scenes are annoyingly fiddly, especially when you've a lot of dough to

# RAT



# SENSIBLE SOCCER

## VERSION 1.1

RENEGADE

£25.99 (£3.99 as upgrade for registered 1.0 owners)

There can be few Amiga gamers who have not heard of Sensible Soccer. It is, in my view, quite simply the most playable soccer game to grace any home computer or console system. Fast, furious and packed with fun-filled features, the game represents great value for money.

But if you are one of the squillions of people who bought the game and, like me, have been playing it for some months now, you may, also like me, have started to make comments such as, "It's pretty neat now, but wouldn't it be even better if they had thought of...?" and so forth. Well, the chances are that Sensible Software DID think of them, but had no time to include them in version 1.0.

That's where 1.1 comes in. Designed with the comments of the customers in mind, along with original goals for the

product from the outset, it aims to set right the few areas which let the game down before. The result? Well, dare I say that it's more playable? Perhaps not.

It certainly is tougher, with the inclusion of improved goalkeepers. The raising of the crossbar by a pixel barely makes up for this... They really are in a different league, catching the ball more often than not, parrying it around the post and that loophole, allowing a goal you could always score from the corner, has been closed.

Another important addition are the red and yellow cards. These are just like the real thing, a caution or sending off for a player who's committed a foul. In a league or competition, you are banned from matches according to the 'real' FA rules. And on that note, the backpass rule has also been woven into

Sensi 1.1. Now, a backpass to the keeper results in him becoming a 'normal' player, able to run down the pitch, kick, pass and tackle as usual. If he loses possession, he runs back into the area to assume his place in goal again!

And of course the teams have all been updated to include the 1992-93 players. Add to that the new custom teams, including Spelling Mistakes, Bad Words and Murder Weapons and Sensible Soccer 1.1 has done the impossible - beaten Sensi 1.0 to the title of best computer soccer game. Question is, what will Sensi 2.0 include?

### VERDICT

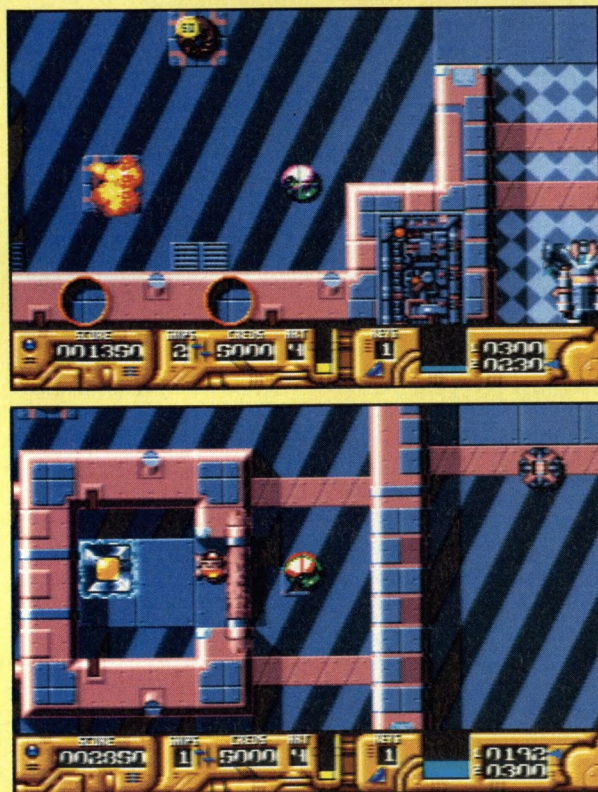
Graphics:	88%
Sound:	84%
Game Play:	92%
Decision:	91%

blow, but the weapons available are interesting, including satellites which add extra firepower and shotguns to really give the aliens some stick.

Summit should be happy with this offering. It's 'summit' better than the usual debut games from fledgling software houses.

### VERDICT

Graphics:	82%
Sound:	80%
Game Play:	83%
Decision:	79%



GAMES  
NEWS

## Not on I.C.E. Anymore

One of the biggest personalities of the computer games world has re-emerged from a period of hibernation with what looks like some hot games hits. Stuart Bell, the man who made his name as the UK boss of Microprose has created, in concert with an interestingly mysterious lady called Deborah Isaacs, a new entertainment software company, I.C.E. Stuart was the inspiration for the drive in the UK and the rest of Europe that took Microprose from a very little known minnow to one of the top four or five big fish companies. He it was who launched the smash Microprose Soccer which surprise, surprise, was written by none other than a team called Sensible Software. I think they wrote another soccer game too.. And Mr Bell was the one who went out and bought up Telecomsoft, BT's attempt to swallow the computer games market.

GAMES  
NEWS

Anyway Stuart, in from the cold, has now arrived back on the games scene with a product that has already made an impact in the UK, Fireforce, which so far has turned out to be one of hits of the beginning of 1993. We also hear that there is from I.C.E. to be a really hot RPG released shortly. In Europe it is said to be already hailed in some quarters where they should know as the game of the year.

It seems that it was programmed in Hungary. So if it is good you shouldn't be surprised. Hungarian programmers have for years been producing high class stuff. I remember a Spitfire game that came from Mirrorsoft and one of the best ever Golf games too had its origin there.

Watch for review in the next issue of I.C.E.'s forthcoming product. And it's nice to welcome Stuart back on the UK scene which has been a quieter and less exciting place while he wasn't around.

GAMES  
NEWS



GAMES  
NEWS

# SENSI'S 100,000 IN-CROWD

Sensible Soccer - yes, the same ones who wrote Stuart Bell's Microprose Soccer - and Sensi 1.1 have between them passed the 100,000 sales mark. It's quite an achievement, especially as the Amiga market is blighted by piracy. Jon Hare at Sensible Software and Tom Watson of Renegade are suitably happy - and will continue to be, I guess, until version 2 appears, when they will be even happier.

## US GOLD FIGHTS OFF THE COMPETITION

Indeed they did. For over the end of year period, the best-selling console smash Street Fighter 2 ousted Sensible Soccer on the Amiga to establish itself as the best-selling computer game of the festive season. Lucky old US Gold, getting the game out just a short few weeks before the big day. Look for a full review next issue.

## GIVE US SOME GBH

Gremlin Graphics' budget label GBH is set to be very busy in the next few weeks, as it recently announced a busy release schedule for the new selling season. The first game in the glut is HeroQuest. Adapted from the boardgame and released several months ago in a pack with expansion disk, this aging title still holds a good challenge.

Video Kid, a most peculiar shoot-em-up, is the second title for a revamp. You're a square-eyed kid who wants to be a hero of a video film - and you get sucked into

the VHS unit. (Did I hear anyone mention the classic movie TRON?) Don't wish for what you want - you might just get it. Harlequin makes it a GBH hat-trick. It's a very playable platform exploration in the vein of Zool, the company's smash-hit platform game, just without all of the shooting.

Finally, part two of the legendary Lotus trilogy, Lotus 2. This was a great improvement over Lotus and it still has a terrific grab factor. All games are priced at £9.99, which is great value in today's market.



# GOBLIINS

# 2



**COKTEL VISION**  
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Goblins was a very original concept and one which impressed me enough to keep me playing to completion. It featured three Goblins who had to rescue their King from the clutches of an evil spell. Goblins 2 (note the two i's) gives you control over only two of the little fellows, Winkle and Fingus, who have to rescue the unlucky King's son - who has, you guessed it, been stolen. This time it's a Demon instead of a wizard, but the result is the same.

Unlike the first game, G2 is a never-ending contest of game versus patience. There are no 'lives' as such: you don't have a limited supply of essential objects, either. So the problems remain unsolved for as long as you care to keep trying different tactics in trial-and-error fashion.

The Goblins in the latest escapade are similar in ability. Each can interact with all of the objects and characters in the game. The difference is the attitude of these characters to the dynamic duo. Fingus is a sensitive, subtle and inquisitive chap with more common sense than his accomplice, Winkle, who in contrast will lie, attempt violence and try sneaky tricks. Neither of the two are evil and both have the best interests of their King at heart - though at times it gets difficult to remember that...

So the idea is to make the most of the reactions which they provoke in the other characters. If Winkle can make some old men laugh by getting a clip around the ear from a butcher, it may give Fingus time to steal the bottle they

are guarding. This is the very first puzzle and typical of the way you'll have to start thinking.

There's something a little lacklustre about this sequel. While the idea is similar and works quite nicely, in practise the puzzles are a little less obvious than in Goblins. This leads to frustration of the negative sort. Still, the game is beautifully presented, with lots of humorous touches. Just be prepared for your patience to be well and truly tried, that's all.

### VERDICT

Graphics:	89%
Sound:	88%
Game Play:	81%
Decision:	80%



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# DALEK ATTACK

You've seen the videos of what was perhaps the best cult science fiction ever to come from the BBC. You've read the Doctor Who annuals, you've seen Dalek Attack in the shops and bought it. Now take it home and load it. The theme music appears. Savour it, because it's the only good thing about Dalek Attack.

I've seen this happen so many times and it is a CRIME. A company gets hold of a licence for a sum of money (usually undisclosed). It then has already spent a considerable part of the budget for that product without a single advert appearing, without a press release going out, without a line of code being written. Then the game starts to get developed, there is less money available, less time, less, less, less. This may be more in the world of beers, but in computer software terms, less IS less.

## ALTERNATIVE/ADMIRAL

£15.99

Dalek Attack gives you a choice of Doctors. If you choose your least favourite one from the TV, you can at least blame him for the lack of enjoyment you'll get from the game itself. Now you have to rescue the Earth and three other planets from the malevolent Dalek threat.

The first section of each level is a right-to-left 'scrolling' shoot-em-up. Scrolling is a loosely used term here, as the screen starts moving, then has a bit of a nap and starts moving again. All very well at low speed, but when flying full-pelt the whole thing jerks like an adolescent discovering his first soft porn magazine.

Slow down and the Daleks appear on a sort of high-tech flying carpet and yell "EXTERMINATE!" in a

very predictable way at you. If your eyes survive to the end of the level you have to defeat a pitifully sad guardian and then it's onto the second stage.

This is a platform game in which you have to explore, find additional weapons to beef up your sonic screwdriver, lob grenades about and so forth. Those shouting tin cans appear again here, accompanied by Cybermen and other assorted thugs

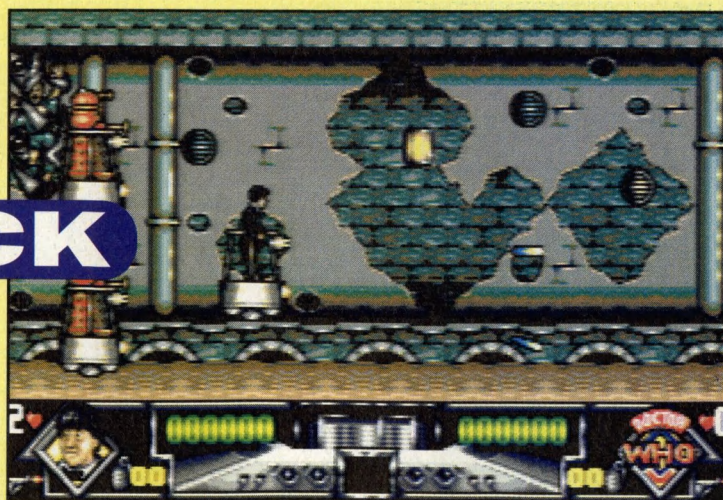
from the series. Complete this and you start all over again on the next planet.

The only saving grace is a two-player option, but simultaneous boredom is no great achievement. Dalek Attack stinks. It's taken a superb subject matter, jumped up and down on it, sucked the marrow out and all other nutrients and spat them

into an inverted Dalek shell, before hastily constructing this drivell from the remains. It's all a sad joke. Garbage.

## VERDICT

Graphics:	72%
Sound:	76%
Game Play:	38%
Decision:	22%



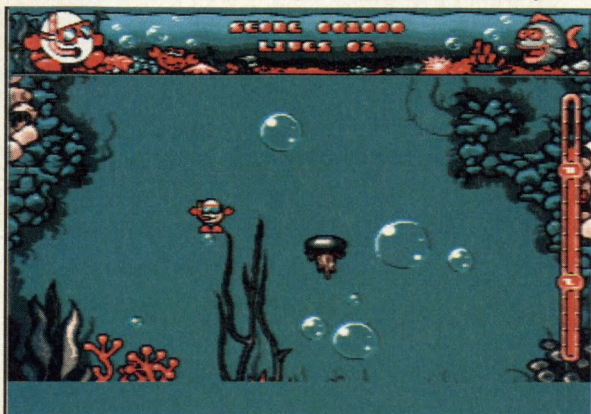
# BUBBLE DIZZY

CODEMASTERS

£7.99

Bubble Dizzy first showed up in a Codemasters compilation some months ago. It's here as a stand-alone release. When I reviewed the compilation, I thought that Bubble Dizzy was the weakest of the titles.

The game will probably sell well to the Dizzy fans out there, but there's not a lot going for it really. The game is very skillful. You

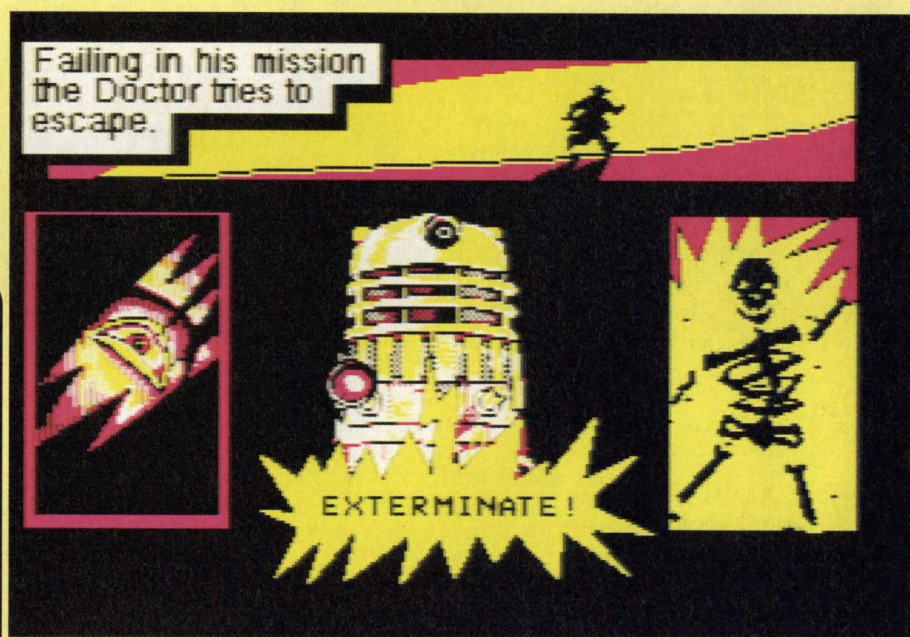


have to leap onto bubbles to raise yourself from the sea bed and to the ultimate goal, the surface, avoiding killer fish and dying of asphyxiation (that's a lack of oxygen to you, mate).

What tends to happen is that you progress upwards a few screens, slip and then fall all the way back to the bottom. It's really annoying. A nice idea, though. At least you can tell Dizzy to stop being a nancy when he next dies in water in a Dizzy adventure.

## VERDICT

Graphics:	78%
Sound:	69%
Game Play:	68%
Decision:	65%





# SHADOWWORLDS

**KRISALIS**

**£25.99**

Shadow Lands was the fantasy roleplaying ancestor of this game, which uses the same remarkable shading techniques for the graphics as its prequel. ShadoWorlds is a science fiction game, with bigger graphics, better playability and a longer term challenge.

Weapons testing has been outlawed in the galaxy, but that hasn't stopped it, just driven it underground. Magna 6 is the home of one such colony, but the communications have broken down and so it's time to send in the boys to see what's gone wrong. That's where you come in, as the selector of a crack unit of four men and their leader, to hopefully take them into Magna 6, find out what's gone wrong and sort it out, before coming back again.

The selection is the first task. You can opt for the standard team or design your own. If you take this route, the game insists that you save the team before starting, or else it will risk being lost for good. There is quite a diverse range of people to take in, each with their own history and skills.

	<b>STRENGTH</b> 27 <b>HEALTH</b> 59 <b>COMBAT</b> 03 <b>TECH</b> 06	<b>NAME</b> STEVE <b>HISTORY</b> GENE WAR HERO. CLONED AFTER DEATH. HIGH LEADERSHIP ABILITY. CAN BREATHE HELIUM.	<b>AGE</b> 31
	<b>STRENGTH</b> 28 <b>HEALTH</b> 40 <b>COMBAT</b> 01 <b>TECH</b> 03	<b>NAME</b> ANGEL <b>HISTORY</b> HISTORY VAGUE. PROVED HERSELF IN SERVICE IN '07 WAR. PRONE TO FLASHBACKS.	<b>AGE</b> 77
	<b>STRENGTH</b> 17 <b>HEALTH</b> 02 <b>COMBAT</b> 02 <b>TECH</b> 05	<b>NAME</b> VIND <b>HISTORY</b> SHY COMPUTER TECHNIC. EXPERT IN HER FIELD. DISTINGUISHES ALL GINGER LIFEFORMS.	<b>AGE</b> 17
	<b>STRENGTH</b> 22 <b>HEALTH</b> 44 <b>COMBAT</b> 01 <b>TECH</b> 04	<b>NAME</b> CLARA <b>HISTORY</b> EXPERT WITH GADGETS. DANGEROUSLY CURIOUS ABOUT HT-TECHNOLOGY. LOST 4 FINGERS.	<b>AGE</b> 21

Choose wisely.

You'll find yourself at the landing site. Half-shadows surround the team and as they move about their graphics change from silhouette to illuminated, depending on the lighting. It's very effective. Movement takes a little getting used to, but if you put in some practise it quickly becomes a useful and efficient system. Individuals may be picked on or the whole team can be controlled and moved, depending on need.

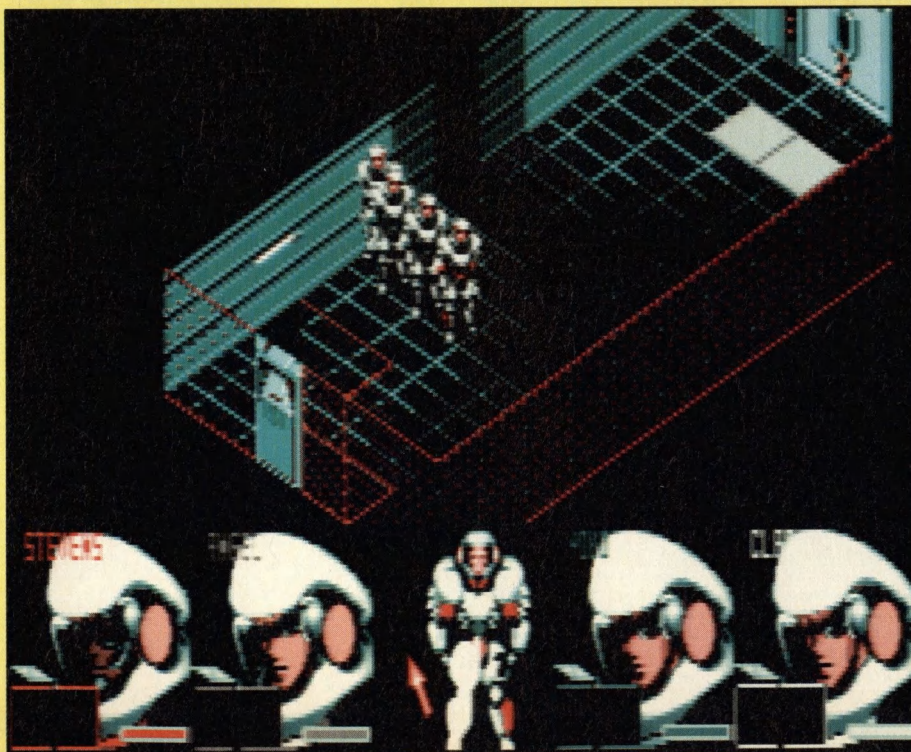
Interaction and combat are handled using a combination of mouse clicks and movements. This all happens in a semi real-time way, with only the odd action stopping the game from continuing. You'll need to practise certain movements which are vital

to your successful advancement. It's a little hard to explain, but all will be clear when you try it for yourself.

Which is something I suggest that you do. Although ShadoWorlds won't appeal to all gamers, it is playable, a long-term challenge and agreeably atmospheric. Roleplayers, miss it at your peril - and Ashley fans should note that a small novella of mine is in the box... (and I promised not to give myself a plug on that one, tut tut).

## VERDICT

<b>Graphics:</b>	<b>91%</b>
<b>Sound:</b>	<b>75%</b>
<b>Game Play:</b>	<b>89%</b>
<b>Decision:</b>	<b>86%</b>



**GAMES  
NEWS**

## GAMESMASTER LIVE, ORGANISERS DEAD

Xponent, the company behind the organisation of the Gamesmaster Live show in December at the Birmingham NEC, has gone bust, with estimated debts of 800,000 plus. This is very bad news for the people who the company owed the money to, of course, but more bad news is in store. One reason for the company's failure is that the show only attracted just under 50,000 visitors, a figure far far short of the 75,000 or more that the company had originally claimed.

This will, no doubt, mean that everyone around the industry who had pointed to the show's success because of the original figures will now have to think again, eat humble pie and admit that it didn't hold THAT much of an edge over other previous shows after all. "As seen on TV!" doesn't seem to be that big a draw in the games world.

# SALE AWAY

Sales of computers and software saved many people's years in the retail sector. Dixons' share price rose considerably on the back of sales of those console things, while some chain stores thought that it was necessary to discount boxes to shift them even faster.

What is encouraging, though, is that Dixons named the A1200 as a machine which did well over Yuletide. It's already beginning to confirm my suspicions that the A1200 is the games machine of the decade. Look out for the Comic Relief A1200 pack with a copy of Sleepwalker included, in a limited number of 25,000 units. According to Commodore's Kelly Sumner, "There is a strict limit of 25,000; once they are gone, that's it." (Aw, come on, Kelly.. if another 5000 eager-to-be owners of a 1200 Comic Relief pack demand it, can't you be merciful and sell them some?) Perhaps now is the time to consider that upgrade to the exciting new games dimension.



# PALADIN II

Impressions 1 Meg

£24.99

This is an RPG licensed by Impressions from Omnitrend in the States, and has you controlling a band of adventurers headed up by your personal Paladin in over 20 different quests. On top of that there is a quest builder program which allows you to design and implement your own quests once you have succeeded in this adventure.

Although clearly aimed at the growing number of new gamers coming on the

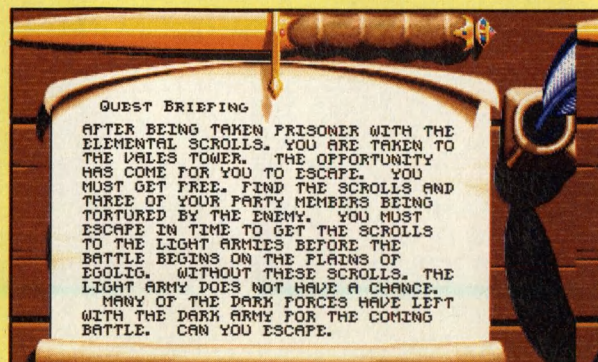
scene, PALADIN II is hearty enough for any gamer to sharpen up their spell casting prowess and battle sense as the predesigned quests range from easy rescue missions to much more complex scenarios using the whole of the large scrolling playing areas.

You objectives are twofold. In the long term you must take your Paladin from the status of Novice Trainee to hardened matchless veteran. This achieved by successfully

completing the quests, and although your Paladin is aided by a full supporting cast of party members from fighters to Mages, the more active your man is the quicker he will ascend through the ranks.

## Quest

After you create your Hero, and choose a quest you get first an introduction telling you about the mission, then a map of the area over which the quest will be played out, the details of the



rest of your party, and a list of opponents who you will encounter along the way. The game alternates repeatedly between player phase where all your party's movements are carried out, and an enemy phase where you look on helpless as the computer demolishes all your party (if you play badly that is).

Each character has a set amount of movement points which apart from actual movement are also taken up by opening doors and fighting, so a careful check on the points remaining table is always favourite.

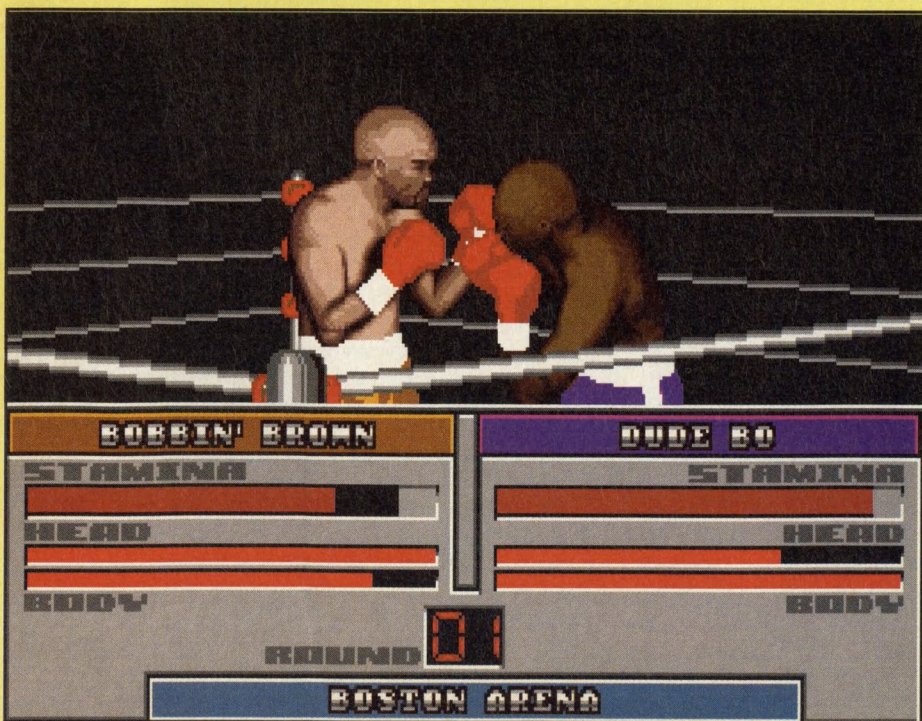
The game, whilst not in the same league as say

ULTIMA or DUNGEONMASTER, is still graphically appealing, and faithful to all the recognised D&D rules.

If you are thinking of acquiring an RPG this is a perfect purchase for you to learn the trade. Experienced gamers should take a look in the shop first before buying it, but take it from me it deserves a crack.

## VERDICT

Graphics:	78%
Sound:	45%
Game Play:	76%
Decision:	76%



# TV SPORTS

Mindscape 1 Meg

£19.99

These two releases come courtesy of the now defunct Cinemaware, which came courtesy of the now defunct Mirrorsoft. It's been a long and troubled journey for these two games, in what started out as a promising series of sport sims which began and ended with TV Sports Football. These two were beset with delays. I was shown a preview of BOXING by Bob Jacobs himself over three years ago, shortly after ROCKET RANGER came out. But I suppose the delay was not

a bad thing for the customer as now you have two pretty decent games at below full price.

BOXING of the two, will go down better in the UK purely because it is less of an American purist sport, and goes far beyond basic ring action. The game allows you to create your very own boxer from scratch, hair type, skin colour, weight, punch power etc., and direct his boxing career both in and out of the ring. The RPG element takes you through your



# HUMANS

**Mirage 1 Meg**  
**£29.99**

What was I saying about erstwhile Japanese imitators? Well, here we go again with another variation on a theme dressed up brilliantly, and it's not a bad game either.

HUMANS comes to you courtesy of LEMMINGS in all its glory, but with a subtle twist to it. Our little pot bellied cave men are not hell bent on self destruction, they are much more interested in survival and try to invent things to ensure it!

You control a small tribe

of early cave men, who must somehow grow and prosper by reaching their goal on each level. On progressing through evolution, your Humans are going to discover various items like spears, fire, the wheel etc., which will help them progress mentally and physically.

These different items all have their uses, and separate icon sets enable you to control them. When you start, they only have each other to get across

the multi level puzzle, and this is achieved by standing on each others shoulders to climb up ledges. On the next level, a spear can be used to either throw at another human or vault across a chasm with or both. Later on spears can be used to kill dinosaurs. Your small tribe will quickly perish if you lose too many members through falling through chasms or drowning. Luckily new members can be found by

rescuing trapped humans on some screens.

The levels do become nastier as you progress, and I confess to being hopelessly stuck on level 12. What about it, any help out there?

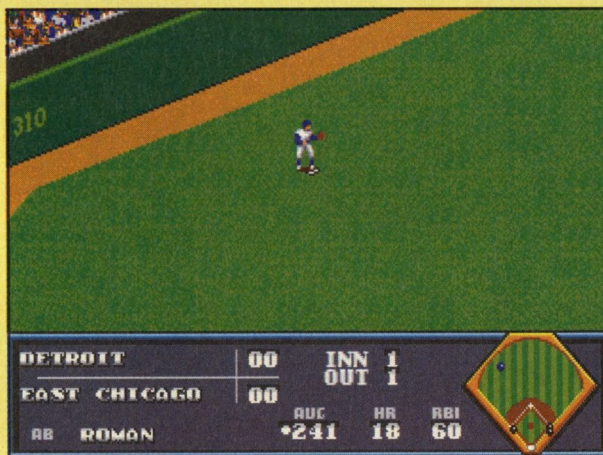
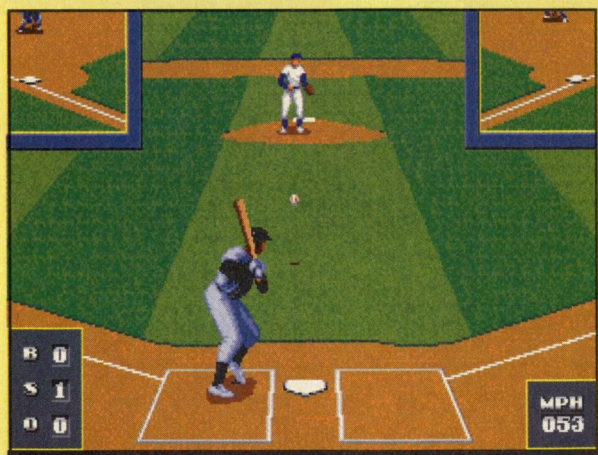
Attention to detail is fast becoming Mirage standard, with good colourful bulky packaging and well produced documentation. It does take an age to load, a real downer that one, but the wait is will worth it,

because the game is so cute.

I can see it now, Humans II the Iron Age, followed by Humans III Elizabethan, could this be another Blackadder series?

## VERDICT

Graphics:	94%
Sound:	90%
Game Play:	89%
Decision:	91%



stats, defensive alignment, the playing roster, and style in either a full 162 game season or just against a friend.

The gameplay is probably the best graphics you'll see in a baseball game, lovingly crafted with real smooth scrolling, and some real digitised speech.

All the real action situations are catered for, steals, varying pitching styles like slow and fast balls and curves, and full outfield control. It's all there, you've just got to love the game through and through really to get the most out of it.

Two releases that show just what our computer can do in the hands of masters.

## BOXING

### VERDICT

Graphics:	89%
Sound:	85%
Game Play:	91%
Decision:	89%

## BASEBALL

### VERDICT

Graphics:	78%
Sound:	88%
Game Play:	83%
Decision:	78%

boxers rise through the ranks from unknown to hopefully world champ.

### Points

Creating your boxer is very similar to character creation in RPG's where attributes are allocated to the various skills of your character. 500 points need to be allotted to stamina, power, defense, chin, body, footwork, hand speed, cuts, and the thing that all great boxers have, the killer instinct. Other points are given to be added to special punches like uppercuts, jabs, and hooks.

You are then given a manager to arrange your bouts for you, and a trainer to keep you in mint condition. As you earn more money you can hire better managers and trainers to help further your career.

The game has all the

great Cinemaware touches like TV commentators before and after the fights, a roster of many differing computer boxing opponents, huge attention to detail, and a really brilliant touch that puts your own creation into the

computer roster as a formidable opponent once he has hung up his gloves after a glitteringly successful career.

The

actual fight itself splits between an overhead ring view whilst the boxers are someway apart, to a side on close up of the two in combat. The fight is no different to the many other boxing games out, but it's all the other things that are wrapped around it that makes it such a good game.

BASEBALL however, is only for those of you who are truly lovers of the sport, as it is packed to the brim with statistics, a bit like an American buying a cricket sim!

You pick your team to manage and select their

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NAME: THE RAGING MOUSE  
HOMETOWN: LONDON

USE RIGHT TO INCREMENT LEFT TO DECREMENT  
BUTTON TO SAVE ESC TO ABORT

# BOXING/BASEBALL

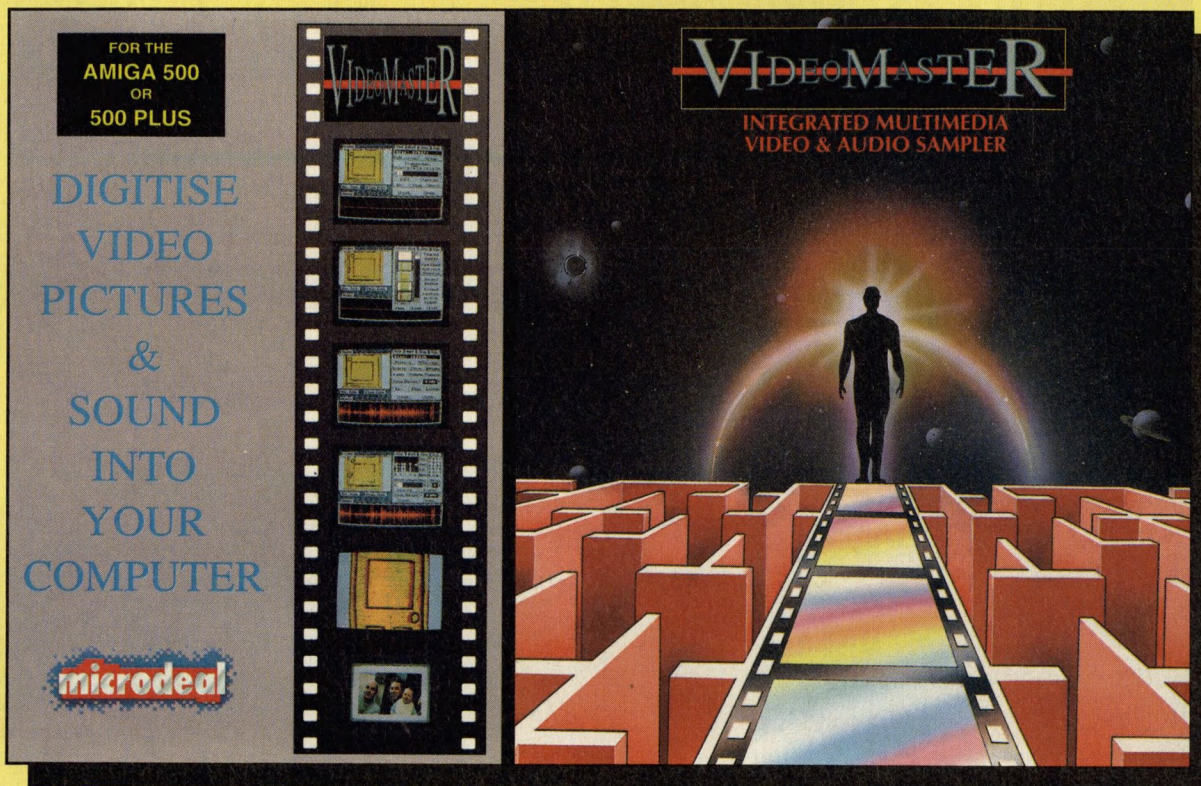


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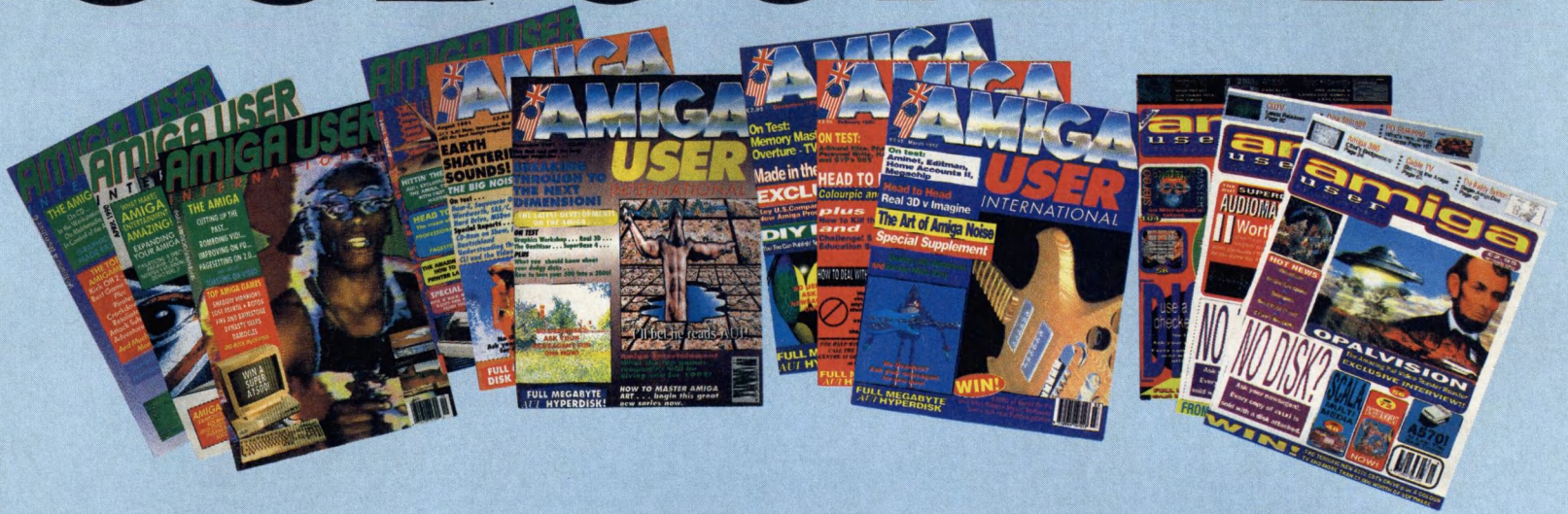
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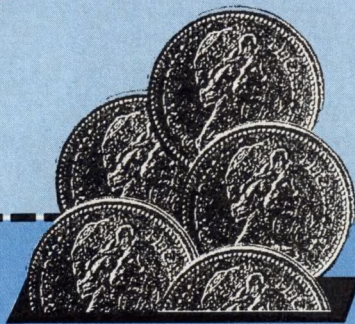
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# CAESAR



**I** get the feeling that Impressions are a lot like our friends from Japan used to, they waited for a product to come out, looked at it and then produced a better version. Now of course, the Japanese are leaders in innovation. Perhaps, Impressions will move the same way.

Caesar has obvious roots in SIM CITY, that great Maxis game of city creation, and all the problems and pollution that goes with it. If it had a fault at all it was that at times it was intricate and graphically unappealing.

Caesar is immensely easy to get into, and pretty to look at too. You play the part of Governor of an as yet undeveloped province, somewhere in the Roman Empire. Through patient skill and hard nosed wheeler dealing you have managed to secure this empty backwater with a mission to develop it into a secure and prosperous home for its citizens. This

will lead to more postings throughout the Empire lifting you in rank until ultimately you could become.. Emperor!

At the start of the game, you need to find a suitable site for your capital city, preferably nestling it next to a river or large lake, as water distribution is a key factor in a successful community. The screen is a four way scrolling landscape of barren earth and bush and is uniquely generated each time you play a new game. The playing area is large, so good planning early on is vital.

All the action is controlled entirely by icons, which drive all the key elements of the game, and although there are quite a few at times, they are easily recognizable which is always one of the things I nag designers to put in.

Once you have your site, you can begin to lay the foundations of your city

infrastructure, and then a Provincial level which opens out your screen to embrace your whole provinces' needs. This level is needed for linking up the various towns you create with roads and defending the province from attack by Barbarians and rioters.

Most of your time will be spent on the City level, constructing for the needs of your people who after all will be funding you through the taxes that you will be levying on them.

Providing that you have allocated ample water supplies and built more than a few businesses and factories, your population will quickly grow and you will have a thriving city on your hands. Decisions will have to be made over the number of slaves you allot

general day to day info, but the last say is yours alone.

You also control troops outside and inside your cities through various Cohorts which you form, and, providing you have recruited and trained enough men, these legions will patrol your land and fight warring factions where needed. A nice touch here is that Impressions previous release, COHORT 2 is compatible with CAESAR and can be loaded in if you want to see your Cohorts fighting in a detailed battle.

A good one this, loads of options, and all very friendly to use. A veritable must for your collection, and one that consigns SIM CITY to holding up the bookshelf.



with houses, a forum, market place, one or two factories and businesses and, of course, laying down a few roads.

The game runs on two levels, a City level where you concentrate on the specific needs of your city

to certain essential services like road maintenance, or fire prevention or army enlistment.

You are constantly updated through your advisors to the state of the treasury, troops and

## VERDICT

Graphics:	86%
Sound:	70%
Game Play:	88%
Decision:	95%



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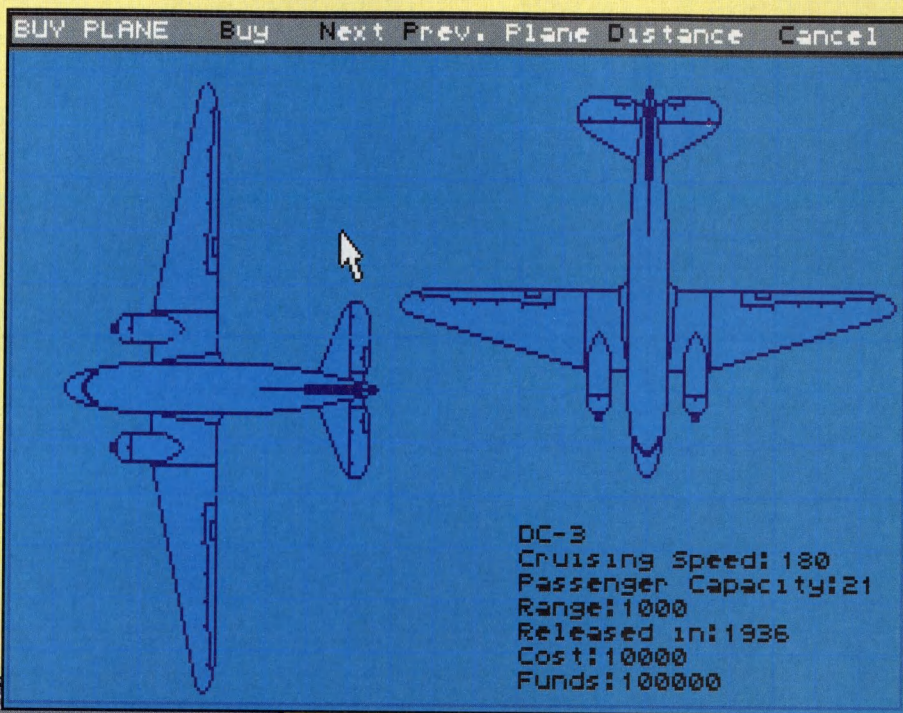
Freddie Laker did it, and went fuff. Richard Branson did it and is making lots of dosh. Both were offering cheap affordable flights across the Atlantic, so how come one survived and the other didn't. Here is your chance to find out, what do you think? Have you got the right kind of corporate competitive instinct to run an airline?

AIRBUCKS puts you firmly in the 'pilot's seat' against three other human or computer controlled opponents in a race for corporate supremacy of the skies.

The game starts in 1946, and you have just founded your own airline

airport the more expensive the cost of the licence. Like most of the screens in the game this is selected from a world map that details every major city, and it pays to remember that as this is 1946, the days of non stop long haul travel have not arrived yet, so somewhere relatively near is best.

As only two airlines can operate from any one airport, there is competition from your opponents from day one, so be quick about it. That done you need to kit out your plane according to how many seats you want to allocate to first and second class, and how



based in Miami with only \$100,000 in the bank and one small DC3 Dakota to get you on your way. The first thing to do is to apply for landing rights at another destination, preferably one with plenty of passenger traffic, but beware the busier the

much storage space for you cargo business. It is all dependent on your chosen destination of course, and a quick check on the cargo demand screen will give you a good indication.

Your fare prices come next, and remember the more expensive you are

the fewer passengers you may carry, that is unless you invest in some extra on board services, like better food, or luxurious seating etc.

At the start of the next month ( the game cycles in monthly increments) you should have your licence,

a full plane and some money rolling in to the bank. You're on your way. New routes can then be applied for, new planes can be bought. It all costs money, of course, and your business brain will have to be on overtime to juggle your finances properly, particularly at the start.

## Menus

Conversing with the game is fairly easy, with pull down menus controlled by the mouse, although I found that some of the screens were confusing and not very well explained in the manual. As the years pass, new plane models become available with longer distance and bigger capacity, and if you manage to last forty years,

the age of superjet travel would have arrived. Would you buy Concorde? Or a Jumbo? Would you have enough money?

Just for good measure you will encounter fuel price increases, bad weather, strikes, and a very mean bank manager!!

Overall, I think the game suffers from a rather fussy interface which borders on complete confusion at times, plus the game clock even at turbo speed needs to be quicker. You can't help thinking that a lot more could have been done with a game of this size and although it left me with a good feeling, there was still the 'could have been' factor hanging around.

A good stab at a very entertaining subject.

## VERDICT

<b>Graphics:</b>	<b>78%</b>
<b>Sound:</b>	<b>N/A%</b>
<b>Game Play:</b>	<b>73%</b>
<b>Decision:</b>	<b>71%</b>



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# education

What do I know about drugs?

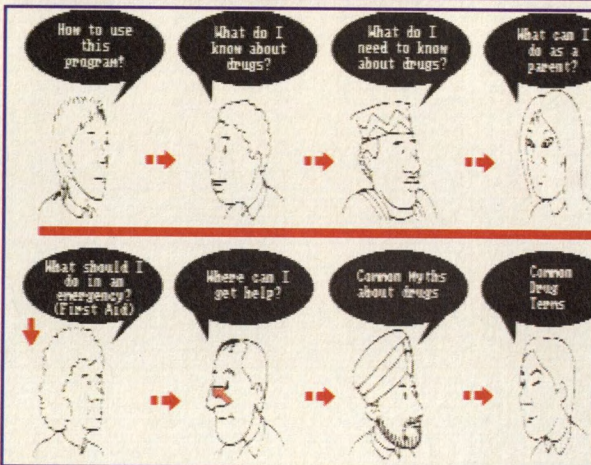
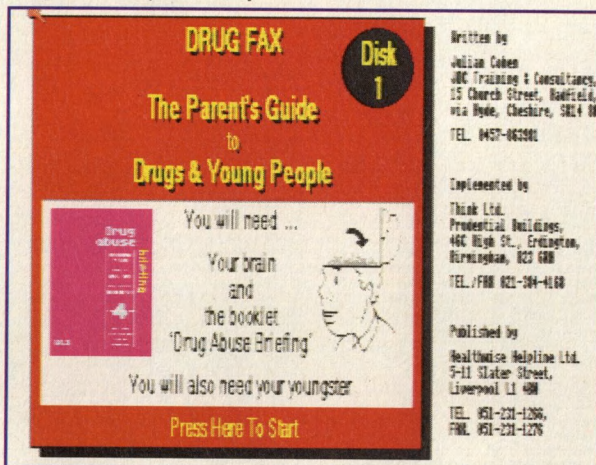
# DRUG

# FAX

**Katharine Walters and Martin Witton examine a program that can help both parents and their teenage children deal with the menace of drugs.**

advised to go through the program alongside their children and this could be an excellent way of bringing up the topic in a rational and acceptable way.

The program besides stimulating discussion also includes some lively quizzes to test the range of knowledge. The section on myths is meant to reassure parents, however it could just be misconstrued that drugs are not particularly



dangerous or addictive. Topics include the use of alcohol, caffeine, solvents as well as cannabis, cocaine, ecstasy and heroin.

For parents who don't have much experience of illegal drugs - and that surely includes most of us (except perhaps those of the flower power era!), the illustrated identification section is very useful as is

the part dealing with signs to look out for.

The overall message is a calming one and suggests that the use of alcohol and cigarettes can be potentially more harmful than illegal drug use.

## knowledge

We really enjoyed the general knowledge section. It's revealing that my daughter got more correct

answers than me! Her school has included lessons on drugs and AIDS and she has obviously been well informed in a positive way, which this program can do nothing but helpfully reinforce.

Parents are often surprised how sensible teenagers can be (which is why I asked 16 year old Katherine to help) and the kind of discussion this program will provoke will probably show that the commonsense that most teenagers possess - even if they don't always use it! - is likely to be quite reassuring to a worried parent.

We debated how and where DrugFax could be used best. Undoubtedly a session or two at home would be the most useful but possibly it's not going to be used there very often. Parents are going to have to have to find the right time to try it out, tactfully. But that's true about anything that can set off the explosive temper of the teenager, isn't it?

Apart from the ideal one to one situation, the program would be useful for a group session, perhaps at a talk for parents by a health educationalist, or for group use at school.

It would be helpful if, in addition to the accompanying guide, parts of the program are printed

out, particularly the section on first aid, which would be a handy reference. As it is, it has limited use because it is unlikely that people will spend time absorbing the first aid treatment, and, of course, faced with an emergency, one is unlikely

**This could be an excellent way of bringing up the topic in a rational and acceptable way.**

to turn on the Amiga!

However, overall the Guide is an informative, clear and well presented program and we would strongly recommend it for use both at home and at school. **a**

## INFO

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# CHILDSPLAY

**HELIOS  
SOFTWARE**

**Making children's projects fun and easy to do is what this creative program is all about, comments Martin Witton.**



animals and vehicles. More interesting were the tangram blocks, geometric patterns and snowflakes. Snowflakes really are stunning - next time there is a snowstorm just go out and examine the delicate patterns.

As we moved further into the program, we encountered the really impressive 'dual layer graphics display' where all text and graphics are stored and displayed in two layers, either or both of which may be displayed on screen. This allows the creation of text and graphics games and puzzles based on combination and revealing of information between the two display layers.

Back to our project and the feature we found most useful was the four IFF pictures which can be used as background or foreground graphics screens. Additionally any graphical background can be incorporated over which a child can place further graphics or text. All of which can of course be easily printed out, although a colour printer would be best.

## iff pictures

As well as allowing the display of an IFF picture as a whole, the graphical page feature automatically creates a set of extra graphic blocks from the picture. In addition Childsplay will randomize the arrangement of each set of IFF picture blocks before presenting them for selection which has the effect of creating a pseudo-jigsaw puzzle to unjumble.

The diversity of the program, from creating data files to working through the games and puzzles make it sound complicated but in effect is easy to make sense of once the program is up and running. Perhaps this is one program where it is better to read the manual after you've had a run through!

Childsplay requires 1 Mbyte or more.

## INFO

Price: £24.95.  
Contact: Helios Software,  
163 Huthwaite Road,  
Sutton-in-Ashfield,  
Notts. NG17 2HB.  
Tel: 0623 554828.

**H**ave you been confronted with this term's project yet? Teachers seem to delight in setting children homework tasks which require challenging research to tax the whole family. You have to be quick off the mark to get to the local library before peer group parents, to get what is probably the only copy of the obscure book you need. Alternatively it means a complicated journey to the British Museum or an embassy to obtain the information. Having gathered the material and made sense of it, the onus is on the child to present it in an interesting way. Writing pages on the subject can be boring for children who think quicker than they write. But combining keyboard skills with a program such as Childsplay can make the task fun and at the same time enable the finished article to be well presented.

Childsplay has been developed by the same company who produced Kidstype (reviewed recently in **AUI**) which combined a talking word processor with graphic design functions. With Childsplay, Helios have extended this concept to provide more creative activities

for children ranging from 2 to 12 years. Yes, they believe in starting them young, but arguably it is better to encourage creative use of computers from an early age before the shoot-em-up games brigade get to them!

And this program really is suitable for children as young as two years old, as it can be immediately enjoyable with its colourful pictures and letters. Unlike most educational software with pre-set organised programs, Childsplay provides a set of creative tools and a collection of files giving ideas for the use of these tools. It's rather like being given a box of play materials such as gummed paper and scissors but without running the risk of cutting everything in sight. (Yes Fiona we still remember the day you cut off Katy's hair!)

## large text

The word processor has large text which is entered from the keyboard in a fixed overwrite mode, and has been designed for use with graphical designs. Pictorial text characters are available for very

small children which are 'spoken' by the computer voice. There is a choice of three voices - a man, a woman and a robot. Initially we thought the man's voice was that of the robot - well, anyone can make a mistake!

This speech facility is controlled by on-screen buttons identifiable by graphical icons. This features reciting text to pronunciation of letters, numbers, symbols or words, and is particularly helpful for learning to spell.



It occurred to me, however that we could end up with a generation of children who sound like computerised robots by the time they get to school!

We enjoyed using the graphic blocks to incorporate into the text although the inbuilt graphic set rather predictably included landscapes, houses and shops,



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## GREENDELL TECHNOLOGIES

**Y**ou tell yourself you should have seen it coming. All those books from the library - 'Harriet rides for a Fall' or 'Rosettes for Robin' and then "Daddy can I have a pony"? You mentally berate yourself for taking her to feed the donkeys when she was little, but then it might have happened anyway. It may be a passing fad, perhaps the fickle friendships of childhood will mean she will drop Samantha-who-has-her-own-horse to someone with simpler interests - a bicycle perhaps.

But the horsey bug has bitten

and you consider what you know about ponies. They are expensive to keep, they require a lot of attention - 'mucking out' and then there are riding lessons.

Obtaining a copy of 'Your first Pony' could be the cheapest option. It may put you and her off the idea altogether, but on the other hand it may rouse the passion further and then there will be no going back!

At least you and she (or he, let's not be sexist), will know a great deal about the matter and being well informed is a prerequisite of pony owning.

The two disks in the package -

Masterdisk and Picturedisk contain extensive text and pictures in the form of Hyperbook. The bitmapped clipart is easily accessible and covers topics such as Choosing Your Pony, Food and Water, Health of the Horse, Hacking Out and Colours and Markings. Keeping your pony in a stable or at grass delves into poisonous plants to keep your pony clear of and includes colour pictures of them. The stable layout features the interior design with sloping floor, ventilation and light as well as the position for the food and water (and salt).

Even for an equestrian novice,

the program is absorbing and well presented. If you don't want to actually invest in a pony, it could also be useful for projects for school, scouts and guides and presentations. Your first Pony can be customised and loaded directly into wordprocessors and paint programs.

## INFO

Priced £9.95. 1 Mbyte required.

Mail order only:- Contact Greendell Technologies, 25, Woodleaves, Hollywood, Birmingham. B47 5BW.

## PARENT'S GUIDE TO EDUCATIONAL SOFTWARE AND COMPUTERS.

**Lynn Stewart and Toni Michael. Price £9.95.**

**T**he Government recently announced that it wanted to see information technology integrated into all areas of the National Curriculum - from English, maths and science to the arts and PE. The National Curriculum demands hands on experience of computers from the tender age of 5 to 16 when Her Majesty's Inspectorate expects young people to be "knowledgeable about the nature of information, comfortable with the new technology and be able to exploit it's potential". So it comes as no surprise that parents are looking to acquire the right sort of equipment and software to complement what is available at school and enhance their child's capabilities.

All of which may or may not have anything to do with this book except the premise that any information is better than no information and not in this case that a little knowledge can be dangerous.

Parents wishing to purchase a home computer to further their child's education have a wide choice of the market and this book is designed to help them avoid making costly mistakes.

Lynn Stewart specializes in teaching students with learning disabilities via computers and has witnessed the joys and frustrations of developing computer projects with the students and testing software. Toni Michael is a computer writer who enjoys making technology more accessible through clear understandable writing.

The guide includes choosing the most appropriate setup and selecting educational software of lasting interest and entertainment. The aim is to help parents to improve their child's chances for success in school.

The authors believe that the secret to all children's love of computers is their delight with the unfamiliar and experience of power, control and accomplishment.

However the book was written for an American audience and although many of the values are shared across the Atlantic, the information on user clubs, magazines and contacts is American based. The sections on paint programs, databases, music programs and computer languages are generically useful as is the glossary. Apple

computers are referred to frequently, which is not surprising given Lynn Stewart's connections as Vice president of Apple, although the Amiga does get credit as "Unparalleled for serious video production".

It could be argued (completely unbiased of course) that parents in this country need look no further than the Education pages of AUI as an excellent guide to educational software, and it is unlikely that you would be reading this if you were not already convinced about the excellence of the Amiga. Recommended reading to borrow through the local library, save your money to take out a subscription to AUI.



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Easy to use interface produces a fast paced game with the need to change army orders only when the player deems necessary. Written by Ken Wright, the most prolific author of strategy war games.

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# The CDTV Sce



Jim Mackonochie - General Manager CDTV Europe

## IT'S THE SECOND ANNIVERSARY OF THE LAUNCH OF THE AMIGA CDTV IN THE UK

We asked Jim Mackonochie, Commodore's General Manager, CDTV Development, Europe, to tell **AUI** his birthday message.

**A**s we approach the second anniversary of the launch of CDTV it is appropriate to reflect on the past and look forward to the future.

Commodore launched CDTV because of a strong belief that the future of entertainment computing is based on systems that include compact disc technology, a view that is now shared by all hardware manufacturers.

The results have been very encouraging, but there have been some surprises. We underestimated the number of CDTV owners who wanted to use their systems as Amiga computers. We also underestimated the demand from Amiga owners who wanted to upgrade to CD technology. Their reasons appear to be partly in order to access the multimedia CDTV titles, but also to get access to the vast amount of PD software that is becoming available on CD. Currently there are three PD discs available, totalling

1.5 gigabytes of Amiga software, a veritable treasure trove for an Amiga owner.

For the future, the indications are very encouraging. This is best demonstrated by the number of CDTV titles that are under development, and the weekly increase in developers registering to develop for Amiga CD. It should be appreciated that it takes between one to two years to develop an outstanding title. This year, CDTV owners will see the results of all that work by the developers."

**Carl Sassenrath has been one of the most influential figures in the development of CDTV. He sent a message from the U.S.A. to AUI readers:**

Carl Sassenrath, often called "the father of the CDTV" he wrote the CDTV.device code for the machine. Carl is now President of American Multimedia Incorporated.

"CDTV multimedia is the future. I firmly believe it. No other

technology offers so much for so little cost. What else can potentially provide such a wide and complete range of applications and content?

Don't be fooled into judging this technology by the first round of applications. CDTV is a new medium of expression, and new media require enormous energy to introduce. Look back to the early days of motion pictures or television for a good lesson. Images were small and black and white, there was little or no sound, and the production quality was very poor. We've come a long way!

It takes time for developers to realize that they can shed the chains that bind them in the floppy disk world. So much more is possible with CD, and developers need to open their minds. These discs hold 680 Megabytes!!! A single CD delivers tens of thousands of images and tens of hours of audio, all with many times the speed and for the same price as a floppy! Then to top it off, applications can now distribute good quality motion video. A whole new world of games, education, and productivity is just

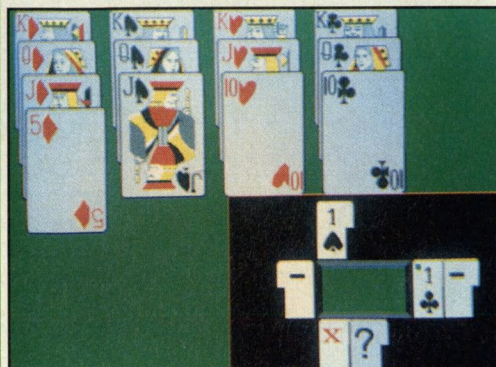
getting started.

So far, you've just seen the spark. CDTV was the first, and now there are half a dozen other "multimedia" companies jumping into the action with their own players. But, how many of those other players can offer full Amiga compatibility? None.

CDTV continues to lead the way, and I know that Commodore believes strongly in this product. As the creators of the world's most successful home computer, they understand what CDTV offers the home consumer. I fully expect

**Reporting on the news and latest releases Janet Bickerstaff celebrates a Commodore birthday.**

## BRIDGE

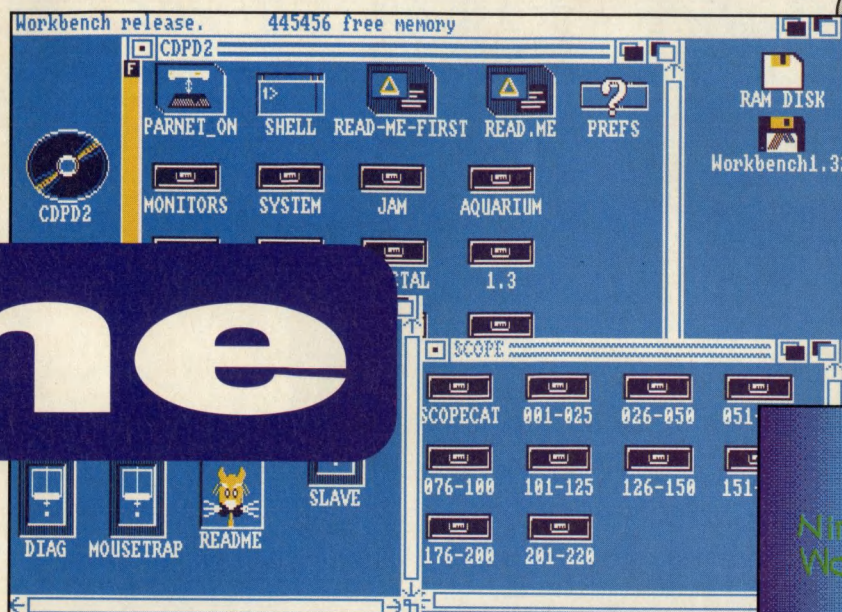


There are five titles in this series from Will Bridge of Paris:

Introduction to Bidding  
Intermediate  
Advanced  
Competition  
Advanced Competition



# C o D o P o D 2



Another CD crammed with lots of Public Domain goodies from Almathera Systems. This one contains, among other things, the Fred Fish disks from 651 to 760, JAM disks 1 to 10, Scope disks 1 to 220, and 150MB of PD from the NASA AB-20 archive. The disc was compiled by Max Guidi.

Some knowledge of the Amiga workbench is required to find your way around and

Shareware programs are included and if you use them then payment should be sent to the authors.

For CDPD 2 Max has designed a new FishRod which makes copying the Fish and JAM disks to floppy drives much easier. It also includes a Disk Format option. This FishRod can be installed to your RAM disk for use with CDPD 1. A new FishBowl also has additional options and under a windows menu are Fishes 1 to 760, listing the programs on each one.

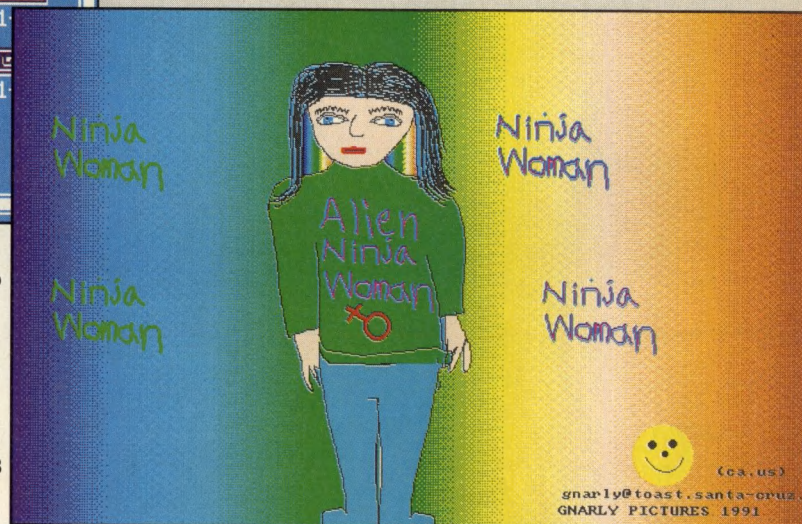
Commodore to continue to put their entire energy behind the product. To me, the future of CDTV seems very bright."

## external cd-rom drive

Why not buy a standard CDTV as an external CD ROM drive for your existing Amiga? It is cheaper than some CD ROM drives on the market. It is simple to set up - you link it to your Amiga with ParNet. The advantages? Well, just think of all the PD software, demos and Clipart which is available on CD ROM. It would fill literally

thousands of floppy disks. You can even access PC and Mac info using CrossDos or an emulator. What is more you then have a CDTV and will be able to explore all the CDTV titles - more than a hundred of them.

ParNet cables are available from Almathera Systems (081 683 6418) and Brian Fowler Computing (0363 775400). The cost? From Brian Fowler Computing a two metre quality cable (properly shielded to avoid data transmission errors) is 16 including VAT and delivery. A five metre cable is 18. If required, easy-to use installation software on disk costs 5. A ParNet program is also on the CDPD 2 disc from Almathera Systems.



to make use of the programs, not all of which will run on a CDTV. There is a choice of WB 1.3 or 2.04.

**Verdict:** Good reason for buying a CDTV or A570 90%

Being a complete novice at Bridge, it is fortunate that I was asked to review Introduction to Bidding, which is geared to ten year olds and over. Advanced Competition is "world champion" level. The discs are approved by the European Bridge League. This is an ideal way to learn to play Bridge in the privacy of your own home, rather than risk embarrassment and confusion at the hands of experts. Many a marriage has come to grief through arguments begun at the Bridge table!

On Introduction to Bidding there are nine lessons. When you have completed the lessons then you are ready to try the two games. Each disc can be used indefinitely as the program provides a limitless number of different hands.

The games come in two forms, Marathon and Labyrinth. Marathon is an open-ended game in which each correct bid is worth five points. Your score is given as a percentage - if you score 80% or more then try the next level. In Labyrinth there are ten gates which separate you from the exit. A correct answer opens a gate, a wrong answer inserts another gate - collect twenty gates and you are lost.

The cards are dealt on a green baize background and from lesson one you are gently led through the very complicated art of bidding. The principles of each lesson are repeated several times. By lesson three I was muttering to myself about five card majors, four card minors and two no trumps. Counting up the high card points



does wonders for your mental arithmetic and at least you can have a good argument with the computer without actually coming to blows! When your bid is right there is cheering. Get it wrong and you are greeted by farm noises and a helpful word or two pointing out the error of your ways and suggesting the correct bid.

As a beginner I would have

appreciated a help screen with a glossary of bridge terms and a reminder of the principles of bidding. As it was I had a thoroughly enjoyable evening and lots of notes on scraps of paper!

**Verdict:** Stimulating - more fun than many games 81%

## INTRODUCTION TO BIDDING ("PRACTICE")

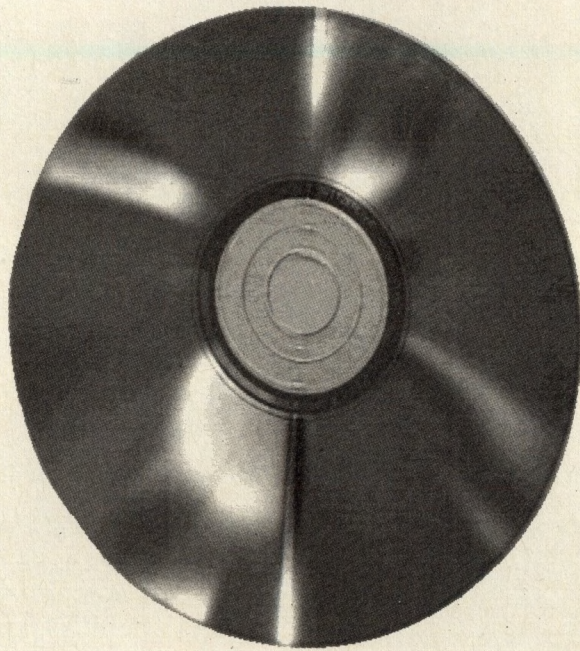
Continued on page 96.

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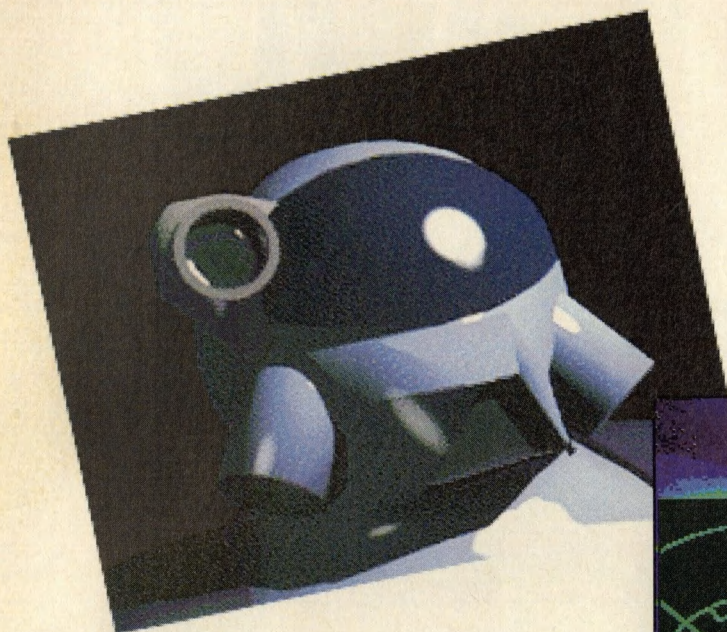
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continued from page 93

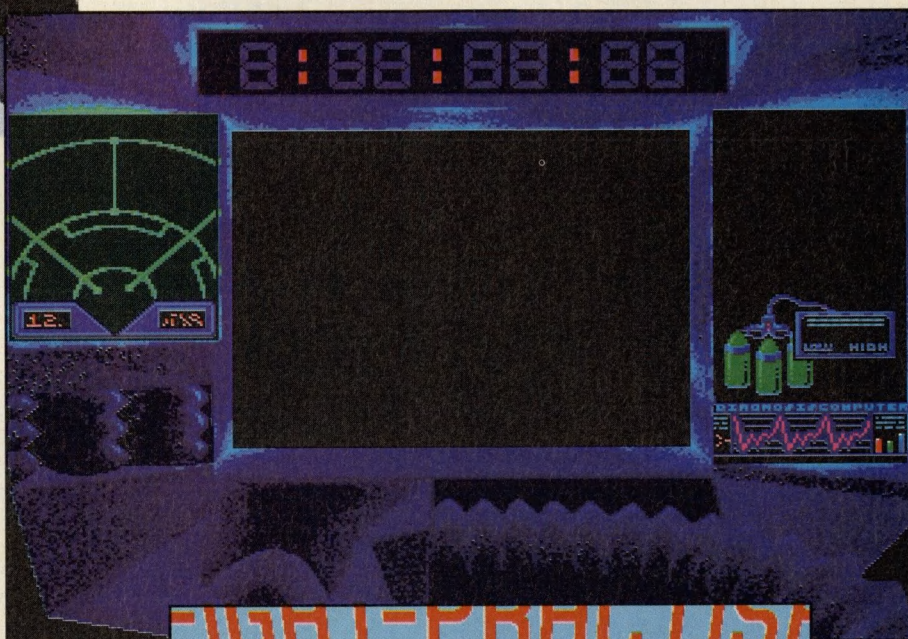


# prey

## an alien encounter

Produced by the Danish company Kirk Moreno, Prey is a game with animated 3-D graphics and realistic sound effects. It is described as "a rescue-mission set in an amazing science-fiction world". However, it is let down by poor response to the controls, making it frustrating to play. You take the part of a security officer on the Asteroid KG-24, and your space station is filling with gas - the crew must be saved. Aliens are invading and you are challenged to a fight. You are given a position on a map showing where the crew are situated, but I found it difficult to get far before the oxygen runs out. I am told there are 230MB of data on the disc, but did not get the chance to see much of it before I died! However, a colleague who has managed to get much further, raves about it and finds it absolutely addictive. So it's certainly a game worth adding to your collection.

**Verdict:** Nice idea but, for me, a shade frustrating to play. **80%**



## the secret of monkey island

Have you dreamed of becoming a pirate, of mastering the sword, of finding unimaginable wealth, and taking part in incredible adventures? It is all here waiting for you. Would-be pirate Guybrush Threepwood is endeavouring to discover the pirates' secrets and the treasure. Screen after screen of colourful graphics and animations make your exploits an exciting experience. There are many puzzles to solve and objects to collect, and it is all accompanied by catchy reggae music.

Not normally an Amiga adventure games player, (I had to borrow a "hint book" from another ICPUG member) I found this Amiga title thoroughly

entertaining, and it sets an excellent example by its speed and user-friendliness, although it is still a brain-teaser! (For those who really get stuck, the "Hint Book" is available from Lucasfilm Games, PO Box 10307, San Rafael, CA 94912, USA.)

The Secret of Monkey Island is ideally suited to CD-ROM format as it does away with the disk-swapping associated with the Amiga floppy-disk version. It is excellent value for money with hours and hours of game-play.

**Verdict:** One of the best adventures on CD so far **91%**



## TITLES REVIEWED

Bridge - Introduction to Bidding	Art and Leisure	RRP £29.99
Will Bridge		
CDPD 2	Art and Leisure	RRP £19.95
Almathera		
Prey - An Alien Encounter	Entertainment	RRP £29.99
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CDTV Publishing		



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# Program

**S**ooner or later everyone realises that the way a programming problem is broken down can have a dramatic effect on how easy it is to solve. Certainly as programs get larger the importance of adopting modular approaches to programming gets driven home and one of the first things to come to the forefront is the usefulness of the subroutine or subprogram type unit.

All but the simplest languages offer the use of subprogram type blocks. Called subprograms, subroutines, procedures, or functions is largely irrelevant, they all provide a means of creating well structured programs. They allow a complex task to be divided up into any number of self-contained units each capable of performing a specified job. Rule number one then is to train yourself to recognise the things which are suitable candidates for programming as functions, subroutines etc. This means identifying those tasks that may need to be done either many times within one program or one or more times in many programs.

There is more to this than just writing some code and sticking a return or rts statement at the end of it. The best idea is to try and create what are called 'black box' packages - subroutine type code units which can be used to carry out a specified set of operations. Firstly to do this without the calling program needing to know anything about how the called unit operates internally, and secondly without the subroutine knowing (or needing to know) anything about the program which called it. All the programmer should need to know in order to use the routine

**Another possibility is to use a**

**call-by-reference approach, i.e.**

**pass just the address of the**

**object in question rather than**

**copying all of its elements.**

is what the routine does, what parameters (if any) it requires, and how its results (if any) are returned. It is quite easy to achieve this type of situation but obviously there has to be clearly defined conventions for passing information to,

and receiving information from, the routines in question.

For parameter passing various techniques are adopted by language developers. C, for instance, adopts a call-by-value method whereby functions receive local copies of the parameters specified in a given function call. This is good from a safety viewpoint because it means that a function cannot inadvertently alter the variables passed to it. It does however mean that such function calls carry a time overhead for the parameter copying process as well as the time overhead for whatever actions they must carry out once they are operational. Another possibility is to use a call-by-reference approach, i.e. pass just the address of the object in question rather than copying all of its elements.

This is often done automatically by the language when potentially large objects (strings, arrays etc.) are being dealt with.

## variable declarations

Most languages allow storage areas to be given symbolic names. Many languages will also allow the type of such 'variables' to be specified. This in turn allows the nature of the data which may be stored in particular locations to be implied. Such declarations may allow the type of

**As far as 'black box' procedures**

**are concerned another universal**

**rule is 'no globals'!**

operations which can be carried out to be fixed. The main benefit is the potential for checking against misuse - the language can prevent you from multiplying strings, concatenating two integers, or inadvertently doing other unspeakable things to your data!

Another practically important language related issue is that of the scope and lifetime of a variable. It's important for programmers to be able to define and control which parts of the program can 'see' a variable and additionally define how long a variable remains in existence. Local variables, temporary variables which are visible only within the routine which declared

them, are very important as far as writing 'black box' type isolated procedures is concerned - until recently one of the big disadvantages of many Basics was the lack of such local variables.

Limited use of global variables, i.e. variables which are accessible from anywhere within a program, is one option available to reduce parameter passing overheads. While it can produce faster running programs the disadvantage is that the use of globals within subprogram type code totally destroys the 'clean-ness' of the main-program <-> subprogram interface. It makes it either harder or impossible to isolate that code unit and re-use it so as far as 'black box' procedures are concerned another universal rule to follow is 'no globals'!

## benefits

The main aim of the black box philosophy is to encapsulate, and therefore effectively hide, the nitty gritty detail of possibly complex routines in order to make them easier to use and re-use. It also makes it easier to produce code which is portable because all you need to do is make sure that the code units produced are not system specific. Input/output (I/O) and operating system (O/S) dependencies are always a pain as far as code portability is concerned but one of the most important steps that can be taken to improve the situation is to eliminate all input/output dependent and system dependent calls from the main body of the code.

With languages like C it's actually possible to place the system and I/O dependent sections in a separate module and use conditional compilation to bring in appropriate machine specific, operating-system specific and even compiler-specific code sections when necessary. This type of conditional compilation approach has proved very useful for switching terminal drivers, printer drivers etc. Complete I/O and O/S independence, however, is difficult to obtain with WIMP based machines like the Amiga but, as long as you are aware of the problem, you can at least make a point of ensuring that all routines which are candidates for long term 'black box' type use are free from any dependencies that would limit their usefulness. Even simple things, such as opting



# Amiga PART 9 TIPS

(where possible) to use the standard C `calloc()` function rather than the Amiga specific `AllocMem()`, will all help.

Current WIMP based machines such as the Amiga, where much dependence has to be placed on use of large numbers of system calls, turn many portability considerations into a

As far as 'black box'

procedures are concerned

another universal rule is

'no globals'!

nightmare. There may indeed be many code changes to be made when moving programs to or from the Amiga but if all important routines are written as black box units then life for the programmer is always made significantly easier.

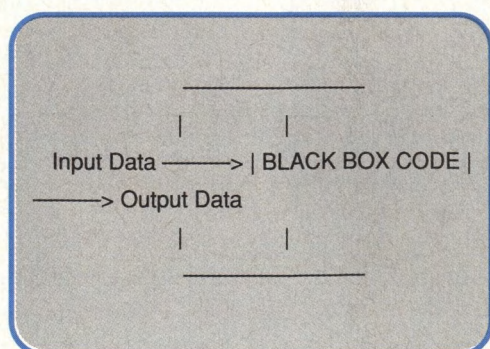


Figure 1: A simple notion with far reaching implications.

It is not just subroutine type code sections that are amenable to these type of 'complexity hiding' encapsulation techniques. The same can be done with data structures. **a**

*Next month we'll take a look at a typical example.*

**Paul Overaa takes a look**  
**at the famous 'black box'**  
**principle and explains what**  
**it means.**

```

struct term *initialize_list()
{
    struct term *head, *tail;
    if(head=(struct term *)calloc(1, sizeof(struct term)))
    {
        if(tail=(struct term *)calloc(1, sizeof(struct term)))
        {
            head->next=tail;
            tail->power=SENTINEL_VALUE;
            tail->next=tail;
        }
        else {
            free(head);
            head=NULL;
        }
    }
    return(head);
}
    
```

Figure 2: Languages such as C which allow the use of local variables are essential for creating black box routines!



# competition



## I'm AUI, Fly Me!

**A**fter reading the rather spiffing reviews of both Caesar and Air Bucks by Impressions Software, you will no doubt will be rushing out the door to buy copies of each. However, you do have the chance not only of winning a copy of either program, as Impression have kindly offered ten copies of your choice. But, in addition, one lucky person, the winner, will be flying to Paris with a partner of his/her choice for the weekend! And that includes a hotel too - so you won't be sleeping under the bridges of the Seine!

James Hunter, the kind and generous Marketing Manager of Impressions hasn't promised to see you off but he did tell us that "Impressions has improved its product quality immeasurably over the past year and the results can really be seen in these two games."

Thanks James for the words and the prizes.

*All you have to do to win them is put on your best toga and flying goggles, then sit down and answer the six questions below.*

- 1: Name Three Civil Airliners .....
- 2: Name Three Roman Emperors .....
- 3: What is the largest civil aircraft currently in service? .....
- 4: Who wrote The Decline and Fall of the Roman Empire? .....
- 5: What is currently the largest airline in the world? .....  
(based on numbers of passengers and flights travelled)
- 6: Who was the Roman Emperor about whom Shakespeare wrote a play? .....

And as a tie breaker in no more than 12 words tell us either  
a) the advantages of air travel or b) the benefits of the Roman Empire

Answers to: *Gideon's Fly Me Comp*  
**AUI, HHL Publishing, Greater London House,**  
**Hampstead Road, London NW1 7QQ**

Entries must reach us by June 30th 1993

*The Editor's decision is final and no, Gideon is not open to offers to go with you to Paris!*

Also, on your postcard please, state which of the two games you would like as your prize.



**Alan Pusey introduces you  
to an exciting  
Amiga  
Visual  
dimension.**

# FIRST STEPS IN

# VIDEO

## Part 1

In 1985 I was working in Saudi Arabia. One day I went along to the huge shopping mall there, and in one of the new computer shops they were showing a video in the window. I stopped to watch (for a few minutes, I intended) as it looked interesting - and ended up watching this display for an hour and a half.

It was an advertising video for a brand new computer - the Amiga - and it changed my life, and probably the lives of many of you readers, too. I don't think this video was ever used to advertise the Amiga in England, but I thought it was the ideal medium; after all, what other computer - then and now - could offer so much in terms of sound and vision. And so it has been ever since; the computer to use for visual imagery.

But, of course, every day there are new Amiga owners - wanting to use their computer with video, and this series is for them, but maybe some old hands will find a few useful tips, too.

There are two ways of looking at link-ups between the Amiga and video. On the one hand - you may want to use the Amiga to enhance your use of video, and on the other - you may want to use video to improve your computer images.

Initially, we'll look at how the Amiga can supplement your video work, and this may take the form of adding titles, credits and graphic images to your videos. First of all, you have to link up the two pieces of equipment, and bearing in mind the variety of Amiga models on the market at present, we will consider the A500 as there are most of these. A600 and A1200 owners have an easier job, anyway, as



Air Force Logo - Uses the smallest text I would regularly use, 12 point Diamond. This screen took approximately three hours to produce.

these models have built-in modulators.

If you didn't get one with your Amiga A500, you will need a

Commodore A520 video adapter, which costs around #d plugs into the RGB socket on the back of the Amiga. A simple coaxial lead connects this to the "video in" socket of your videorecorder. With the A520 comes a "Y" cable that

combines the two audio channels socketed, again, at the back of the Amiga, and the single plug of the Y cable (possibly requiring an

**Remember to set your**

**videorecorder to record**

**"line in" and not a**

**television channel.**

extension) plugs into the "audio in" of your recorder. The small user's manual for the A520 explains this very well and also has a useful trouble-shooting guide. Be sure the Amiga is turned off when changing any of the plugs at the rear.

The TV or monitor that is usually connected as output to your videorecorder will now show the recorded image. Remember to set your videorecorder to record "line in" and not a television channel.

### programs

A good idea at this stage is to start recording and try a number of different programs on the Amiga. Most of these will normally be graphics work, but there's no reason why you shouldn't record various demos, animations, etc. Then rewind the tape, pour yourself a Harvey Wallbanger - or drink of your choice - and sit back and watch the video. The reason for doing this, apart from enjoying the drink, is to see as many different images as possible, after they have been videoed.

Your first impressions may well be, "Aww Gawd! Can it really be this bad!" or "What did I do wrong?!" The answer is "Probably nothing." We are continually looking at near-perfect images on TV and it is impossible not to judge our own work against them. So, the first thing you have to do is lower your expectations a little. Not too much, and after a little practice you will find your work doesn't look so bad after all.

You will probably already have noticed the great improvement obtained when using a monitor with your Amiga, rather than a television. A monitor is taking the best possible signal, an RGB one, from the computer, whilst a television is taking the worst possible signal, a modulated (or U.H.F.) one. Inferior to an RGB



# FIRST STEPS IN VIDEO

signal, but far better than a modulated one is a composite video signal, and it is these that are used when using the "line in" or "video in" sockets on videorecorders.

## image quality

I have not yet mentioned sound, because the demands here are not nearly so great as with video, and only in extremely rare cases, where there is a particular technical problem, would you worry about the result after recording onto tape. So,

to start with - after having set up your equipment and having made a test recording - we will look at ways of improving your image quality.

Any of the graphics, text, titling and paint programs on the market will produce good images for recording. If you want something specific, such as scrolling credits, then obviously you will choose a program that does that. I must have tried most of them in my time: DPaint, DigiPaint, Fantavision, Photolab, Scala, Scroller, Video Titler, AmigaVision, Pro Video, TV Text, The Director... the list goes on



Cooking - an example that seems to break the rules. Plain green against plain red. But as a stationary picture within a video for a window display that demanded eye-catching images, it works. Very big and bold. "If in doubt - leave it out!" is the motto.

## TEXT TIPS

If you want scrolling text, look at the programs such as **Alternative Scroller**, that offer this facility, and follow the instructions in their manual. They will offer a range of fonts that should transfer well to video, and probably a range of enhancements such as colour change, drop-shadow, etc.

For static text, try DPaint as you're very likely to already have that program. Choose a bold font such as mEuro, Stencil or Diamond - which is probably the smallest font worth using. Think bold again and don't include too much information on the screen at any one time. Some of the "colour fonts" are very attractive, and you can get them from good PD libraries - check the advertisements in this magazine.

If the text is placed over a still picture or animation, you may find parts of it merge into the background. You can overcome this by (1) placing the text within a solid, coloured block of colour, (2) in a translucent block of colour, or (3) by picking it up as a brush and using the outline tool in DPaint to put a contrasting line of colour around the letters. One of these should work.

I find interlace unsuitable when transferring to domestic video, and that is what most of us are talking about here.



Eaton Hall Logo - A bold text and logo, animated within DPaint for a video. Some of the lettering has been warped as a brush, but is still easily read

and on. But like other people, I've found the big secret is to make friends with a program that you like, and to use it fully. A lot of time can be wasted changing from one program to the very latest. I have friends who are so busy learning the latest techniques that they hardly ever actually produce anything, they're too busy learning

ultimate in smooth video graphics and effects I turn to Multi Media Maker, from Data-Becker in Germany.

## think bold

Whichever program you use, there are some basic facts that will greatly improve your videotaped

## PICTURE TIPS

If you're using a picture or animation, either behind some text, or as an insert to your video, there's not much to say, other than follow the rules **THINK BOLD** and **THINK COLOUR**. The use of colour cycling in DPaint can be particularly useful.

What resolution should you use? Well, in the old days, 'lo-res interlace' was called 'video-res,' and was considered the best for reproduction onto video. Personally, and many people agree with me here - I find interlace unsuitable when transferring to domestic video, and that is what most of us are talking about here. So, for me, hi-res and lo-res interlace are out. Med-res is fine, and obviously twice the definition of lo-res, but generally I go for lo-res, because the differences in definition are not nearly so apparent with moving or rapidly changing pictures. The overall effect is quite satisfactory and you will save valuable memory.

how to use the latest program!

For what it's worth, I have used the following programs for some time, but they are purely personal preferences - I have happily used the others at odd times and know that they nearly all do the job. Good old DPaint is used for a lot of my titling, pictures and animations. For special titling effects I use Video Titler (originally from Aegis, now on sale as Video Titler 3D) and for for what I consider to be the

work. Think **BOLD**. Cluttered images, with lots of detail, do not transfer well. You will lose detail and the recorded images will have that "wishy-washy" look. Use big, bold images and they'll keep their clarity. Very thin lines, found in many ornate fonts, are a definite no-no.

Think **COLOUR**. Maybe you don't like football, but watch some when it's next on TV. Players wearing red strip running across the



Hawk Anim 1 & 2 - Part of a computer based training programme. This animation was originally produced against a plain blue background, which appeared very 'busy' (video jargon! - the colour appears to move). It was greatly improved when the background gradient filled. The arrows were made to move within the animation by colour cycling.



screen look as if they're on fire. Players in bright blue look equally fuzzy and indistinct. This is not the article in which to cover the technicalities of this phenomena - but it's worth knowing that TV and video systems don't handle all colours equally well. These are two obvious examples, you can easily find out which colours are the best to use for recording - make up a little animation, using a variety of colours, record it, and see which colours "flare." Don't use them in large areas unless you are after some kind of psychedelic experience!

done in the overscan mode - as provided in all good art packages.

## animation

Animations may well form a part of your video. For moving text and animations I would certainly use DPaint. For more advanced animations or where sound synchronization is important, then I would go for the excellent Take 2 program. There's not much to be said here - if it looks good on the Amiga, it will probably look good on video. Watch out for large areas of 'flaring' colour, and possibly replace

## EASY ACCESS

**VIDEO** - Usually means film made on videotape. May also refer to a video camera or a video-recorder.

**GENLOCK** - Hardware device for mixing Amiga graphics and video images.

**TITLING** - The process of producing words on screen, for use on presentations or adding to videos.

**CREDITS** - The term applied to titles and people's names at beginning or end of video, film or TV programme.

**MODULATOR** - Hardware device for converting a video signal into RF (radio frequency) signals, connecting computer to TV to enable display on a television.

**OVERSCAN** - Overscan mode enlarges a picture beyond the edges of the screen to eliminate usual Amiga border.

**RESOLUTION** - As in "lo-res" and "hi-res". The higher the resolution, the better the picture quality. Measured by the number of pixels on the screen. Hi-res has 640 x 512 pixels, med-res has 640 x 256 and lo-res has 540 x 256.

**SCROLLING** - The movement of titles on the screen, usually upwards as in most TV programmes.

**SPRITES/BOBS** - Graphical shapes, moved around the screen by internal Amiga chips or possibly by a graphics program.

## TROUBLE-SHOOTING

Nothing's recording on tape! Check your leads, or Input Select on the videorecorder.

Sound quality is bad! Technical problem on an item of equipment, if the original is good; or maybe a dodgy lead.

The whole screen flashes intermittently! Definitely a lead problem - a broken contact.

A few white flashes on the screen, or in its worst form an effect known as "snow!" Dirty videorecorder heads - clean them, or get them cleaned. Your videotape is worn out - buy a new one. If these fail, your videorecorder heads are knackered - expensive!!

CAMERA:

Alan Puzey

ASSISTED BY

Trisha Jenkins

Mark Hill

John Cairns

TV Text Credits - An example from the TV Text / Pro Video range of programs. Clear text and drop shadows on a neutral background. Very safe. Quality enhanced by using hi-res interlace, but beware of flicker.

whilst using, for example, DPaint and Pro Video for the majority of your work, look out for a program that's a bit different and one with which you can develop a unique style.

Earlier I mentioned using Video Titler and Multi Media Maker. Video Titler's been around since 1987 and I've never been quite sure why it's not become more successful. It uses its own 'polyfonts' which you can fine-tune within the program to change the colour and style in a myriad ways. On its own, that would be good enough for a titling program, but this one is different as whenever it draws text on the screen, it builds it up in a slow, metamorphosing manner, which can take up to twenty seconds.

If this effect is recorded completely, the titles appear on the screen quite dramatically, and many of my clients have said that they've never seen anything like it before. Unfortunately, I can't demonstrate this in a magazine, other than show you a couple of pictures of what the final screen looks like. If you're interested, you'll just have to try it for yourself.

Similarly, I can't show you the constantly changing and scrolling tests and pictures that can be produced using Multi Media Maker,

but again I urge you to try it. I bought mine directly from Germany, but I'm certain that it's available from one of the major UK libraries. It offers a multitude of screen transitions, a wide variety of fonts and user definable sprites and bobs than can be made to traverse the screen every which way you desire. **a**

In association with:

Media Workshop

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COLLEGE

01 - 892 6656

Video Titler Credits - Another image that seems 'over the top,' but it was for an Art College Production and the makers wanted brashness. They got it with this text compiled by the "Video Titler" program. The text took about ten seconds to build up on screen - constantly changing shape and colour during that time.

Think MOVEMENT. If the image you're recording is a moving one, then you can get away with far more. Things like lack of definition and flare may not be noticed, and indeed, may well enhance the overall effect. You should remember that film and video are made up of a series of (often blurred) still pictures.

Think OVERSCAN. Not all TVs or monitors centre the picture in the same place. When using any graphics programs you will have noticed a black border around your pictures. In a video, this will look extremely unprofessional, so all your work for videoing should be

them with a gradient fill (newcomers refer to DPaint manual) throughout the animation.

## a touch of class

Well, something different, at least. At this stage I'm thinking, "Why am I giving my secrets away, anyway!" What I'm getting at is, once you become more experienced, you will be quick to spot which programs other people are using to make their titles and inserts, and you will begin to think that maybe you want yours to be more unique. Now, I'm not advocating that you use the same ones as me - far from it. But

## INFO

VideoTitler - Aegis/Oxxi

£105.74

Contact: Micro-PACE UK

Unit 10,

Perth Trading Estate

Perth Avenue,

Slough, Berks SL1 4XX

Tel: 0753 551 888

## NEXT MONTH

Among other things, Alan Puzey will tell you how to use genlocks and your Amiga as a video-editor.



**W**ith ARexx now firmly under the WorkBench 2 umbrella, interest in this unusual programming language is growing almost exponentially. The reason is because ARexx can be used to both run and 'control' other programs and this, amongst other things, has opened the floodgates for all manner of multi-media AV (audio-visual) applications. Even on the pure musical front the possibilities are endless because ARexx scripts can be used to provide remote control of MIDI sequencers, tracker based player programs, standalone MIDI file players, and even sample editors. An ARexx-literate musician, for instance, could create an ARexx script that would provide an easy-to-use menu controlled 'front-end' for a MIDI player program suitable for using on live gigs!

There still seems to be a lot of Amiga users who know very little about ARexx so before diving in at the 'musical deep end' a few words of introduction are in order...

It should be pretty obvious that the actual commands sent to some other applications programs need to be recognisable to those target programs. The average ARexx user then, at least from the point of view of inter-program communications, will be as much concerned with syntax requirements of the various ARexx orientated applications programs, as with the syntax of the ARexx language itself. As an example the OctaMEDPlayer program has one ARexx command which looks like this...

```
loadmod <module name>
```

This can be used from within an ARexx program to transmit a command string to the OctaMEDPlayer program that causes the named song module to be loaded just as if someone had used the OctaMEDPlayer screen controls. The important thing to bear in mind here is that the LOADMOD keyword just mentioned is

NOT part of the ARexx language itself - the format of the instruction has been devised by the programmer who wrote the OctaMEDPlayer program. Other ARexx programs will have their own set of commands and the bottom line is that it is up to you, the user, to consult the documentation of whatever music program you are using to see what types of ARexx-orientated commands it recognises (and what format the commands need).

The best way for a prospective musical ARexx user to come to terms with the general ideas of ARexx control is to firstly see some examples of the types of facilities which ARexx-orientated MIDI/music programs provide, and then, secondly, to have an example of a simple ARexx script explained.

## octamed professional

The standalone OctaMEDPlayer program also has an ARexx interface and here the port name is 'OCTAMEDPLAYER'. With this program the ARexx interface is fairly basic but it is still sufficient for most music and multi-media control

**ARexx is**  
**causing quite**  
**a stir in the**  
**Amiga**  
**programming**  
**world and**  
**musicians, like**  
**other users,**  
**are keen to**  
**know what**

# for the

**benefits the**  
**language has**  
**to offer. This**  
**month Paul**  
**Overaa takes**  
**a 'musician's**  
**eye' view of**  
**the ARexx**  
**scene...**

applications. Here are details of the currently implemented commands...

PLAY	Plays the current module.
CONT	Continue playing.
STOP	Stop Playing.
LOADMOD filename	Load a module.
SONGNUM songnumber	select a multi-song module song number.
GETSONGS	Returns the number of songs in current module.
QUIT	Closedown the OctaMEDPlayer program.

## example arexx script

There's obviously not the space for an in-depth ARexx programming tutorial, so the following notes aim at providing just sufficient details for you to understand the example code which will be presented.

ARexx programs ALWAYS start with a 'comment' line, which is a piece of text enclosed between /\* and \*/ character pairs. The text itself is irrelevant so one possible initial comment, and one that would keep ARexx happy, could be...

```
/* */
```

Since however a comment line must be present it is better to use it for something useful, such as the name of the program...

```
/* MusicTest.rexx */
```

ARexx host addresses are specified using the ARexx ADDRESS instruction and there are a number of forms including an 'address COMMAND' form which can be used to send messages to the underlying AmigaDOS. If, for instance, we had the OctaMEDPlayer program in drive df0: we could use the following ARexx script to ask AmigaDOS to load and run the player program...

```
/* MusicTest.rexx */
address command 'run df0:OctaMEDPlayer'
```

With a language like Basic, which many of you will doubtless be familiar with, a statement to display the message 'loading OctaMEDPlayer program' is easy to write. In fact this single line of Basic would do the job...

```
PRINT "loading OctaMEDPlayer program"
```

'Say' is the ARexx keyword which is roughly equivalent to Basic's PRINT statement, so the ARexx equivalent of the previously given Basic statement can be written along these lines...

```
say 'loading OctaMEDPlayer program'
```

So an ARexx script to load the OctaMEDPlayer and display a message to the user explaining what is happening might look like this...

```
/* MusicTest.rexx */
address command 'run df0:OctaMEDPlayer'
say 'loading OctaMEDPlayer program'
```

At the end of the above program fragment we are almost in a position to tell ARexx that we



wish to communicate with the OctaMEDPlayer program. I say almost, because there is a slight snag: before we can set OCTAMEDPLAYER as the host address the port must actually exist. Because the AmigaDOS operation of loading and starting a new program takes time it is necessary to ask our ARexx script to wait until the specified program, OctaMEDPlayer, is up and running. ARexx comes to the rescue here with a utility program, called 'WaitForPort', which simplifies this job - the following command asks ARexx to run the WaitForPort utility and wait for the OctaMEDPlayer to set up its communications port...

```
address command 'WaitForPort
OCTAMEDPLAYER'
```

Once this port is found and the ARexx script wakes up again we would then be able to set ARexx's current host address to OCTAMEDPLAYER using this form of the ADDRESS instruction...

```
address 'OCTAMEDPLAYER'
/* speak to player */
```

and from that point on any commands which are not valid ARexx statements would get transmitted to the OctaMEDPlayer program. If for example we wanted to load an OctaMED module called 'mysong' from drive df0:, play it for 20 seconds, stop it, display a 'closing down message' and then quit the OctaMEDPlayer program we could use these sort of instructions...

```
'loadmod df0:mysong' /* load specified
                      song */
'play'               /* start playing */
call Delay(20*50)    /* play for 20
                      seconds */
'stop'               /* stop playing */
say 'closing down
OctaMEDPlayer
program'
'quit'              /* shut down player
                      */
```

The SAY statement in the above fragment is a valid ARexx instruction and is executed as such. LOADMOD, PLAY, STOP and QUIT however are not ARexx instructions and so these commands (which you'll realize from the notes provided earlier are valid OctaMEDPlayer ARexx control commands) get sent to the OctaMEDPlayer program. [ note: Delay() is an ARexx support function that I'll discuss in a moment. ]

Now if we put all these ideas together we can create a skeleton script (listing 1) which loads the OctaMEDPlayer, waits for its message port to appear, asks it to load a specified song,

and then asks it to play this for 20 seconds before closing down...

```
/* MusicTest1.rexx */
address command 'run df0:OctaMEDPlayer'
say 'loading OctaMEDPlayer program'
address command 'WaitForPort
OCTAMEDPLAYER'
address 'OCTAMEDPLAYER' /* speak to
                      player */
'loadmod df0:mysong' /* load specified song
                      */
'play'               /* start playing */
call Delay(20*50)    /* play for 20 seconds
                      */
'stop'               /* stop playing */
say 'closing down
OctaMEDPlayer
program'
'quit'              /* shut down player */
```

Listing 1: A Skeleton ARexx script for controlling OctaMEDPlayer

```
/* MusicTest2.rexx */
if ~Show('L','rexxsupport.library')
then do
  say 'adding rexxsupport library'
  call AddLib('rexxsupport.library',0,-30,0)
end
address command 'run
df0:OctaMEDPlayer'
say 'loading OctaMEDPlayer program'
address command 'WaitForPort
OCTAMEDPLAYER'
address 'OCTAMEDPLAYER' /* speak
                      to player */
'loadmod df0:mysong' /* load specified song
                      */
'play'               /* start playing */
call Delay(20*50)    /* play for 20 seconds
                      */
'stop'               /* stop playing */
say 'closing down OctaMEDPlayer program'
'quit'              /* shut down player */
```

Listing 2: Modified script which checks for the presence of the ARexx support library

Unfortunately this script, because it uses the ARexx Delay() function, depends on the presence of an ARexx support library called (surprise, surprise) the "rexxsupport.library". Not only must this library be present in the libs: directory but ARexx must also have been told that it is needed. There is an ARexx utility which can pre-load such libraries but the following ammended script shown in listing 2 uses another approach.

To run the ARexx script shown in listing 2 as a standalone ARexx program you would need to create an equivalent text file using any convenient ASCII based text editor (ED, MEMACS, Lattice's LSE, the Devpac editor etc). Then, if the script was saved say as the file "MusicTest2.rexx", you would be able to execute it from a CLI/Shell window by typing...

```
1> rx MusicTest2
```

(note: RX is an ARexx system utility program which allows standalone ARexx scripts to be executed.)

What you have to bear in mind is that the example shown in listing 2 is a simple one. Nevertheless it still shows quite clearly how the control facilities of ARexx can work even though real ARexx scripts would tend to do more complicated jobs, and so need rather more error checking code. What is not so obvious from our example is the fact that often the result of the ARexx involvement will be that the combined power of the various parts of an application is actually greater than the individual components. With a little modification our final example ARexx script program could be made to control the OctaMEDPlayer at the same time as it controlled an IFF picture display generated by another ARexx controllable program - the net result then would be an integrated sound/visual multi-media type presentation that neither program could have achieved on its own!

**The best way for a prospective musical ARexx user to come to terms with the general ideas of ARexx control is to firstly see some examples of the types of facilities which ARexx-orientated MIDI/music programs provide, and then, secondly, to have an example of a simple ARexx script explained.**

Basically it uses a built-in ARexx function called Show() in conjunction with an ARexx IF-THEN test to check for the presence of the library. Another function, AddLib(), is used to install the library if such an action is needed...



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- ✓ Spelling
- ✓ Words
- ✓ Nouns
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- ✓ Adjectives
- ✓ Figures of speech
- ✓ Sound patterns
- ✓ Language use
- ✓ Punctuation
- ✓ Pairs

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## Early Essentials

### For Children Under 7 Years

Subject Areas Covered	
<b>Gnasher</b>	<b>Grab It</b>
G1: Recognise simple shapes and colours	Shape/Col: G1: Check shape and colour knowledge
G2: Learn the order of the numbers 1 to 10	Numbers: G2: Reading simple alpha-numeric book-up tables
G3: Learn the alphabet - with pictorial clues	Alphabet: G3: Improving reading/vocabulary
G4: Simple sequences including odd and even numbers	Logic: G4: Recognising characteristics (size + shape + colour)
G5: Discover properties of common objects	Science: G5: Reading and understanding two-way tables
G6: Experiment with numbers and operations	Table/Bond: G6: Identifying scientific diagrams
<b>Link Up</b>	<b>Stones</b>
G1: Match and link shapes and colours	Shape/Col: G1: Understanding number conservation
G2: Counting to count up to ten	Numbers: G2: Stepping through the alphabet
G3: Recognise the link between upper and lower case	Alphabet: G3: Patterns of growing and shrinking shapes
G4: Link two shapes to composite pattern	Logic: G4: Learning to tell the time
G5: Match analogue to digital clocks	Time: G5: Practising number skills
G6: Know a selection of simple words	Words: G6: Using common sense to follow a sequence
<b>Artist</b>	<b>Racer</b>
G1: Colour and coordination skills	Shape/Col: G1: Understanding the meaning of push and pull
G2: Counting with colours	Numbers: G2: Following letters in alphabetical order
G3: Number stories with coloured rods	Table/Bond: G3: Associating words and pictures
G4: Following rules to recognise attributes	Properties: G4: Elementary algebra - "find a number" problems
G5: Pattern and symmetry through shape and colour	Algebra: G5: Knowledge of everyday items
G6: Beginning a basic science vocabulary	Science: G6: Accurate and rapid time recognition

## Maths (Number)

### For Children 6 to 16 Years

Levels of Attainment Target 2 Covered	
<b>Carnival</b>	<b>Grab It!</b>
G1: 2a.1 Know and use addition facts up to 10	Addition: G1: 3e.1 Use decimal notation with money
G2: 3c.2 Understand remainders in a calculation	Division: G2: 3e.2 Know and use the 2, 5 and 10 times tables
G3: 4a.2 Multiplication facts up to 10 x 10	Mult.: G3: 4e.5 Mental subtraction of 2 two-digit numbers
G4: 5b.2 Calculate percentages of quantities	Percents: G4: 4e.6 Mental addition of several single-digit numbers
G5: 6a.5 Relate equivalent fractions to decimals	Decimals: G5: 6b.1 Estimate multiplication and division
G6: 6c.1 Use of estimation to check size of answers	Estimate: G6: 7a.2 Division of multiples of powers of 10
<b>Cover Up</b>	<b>Silicon Brain</b>
G1: 3a.4 Know and use subtraction facts up to 20	Subtract: G1: 2b.2 Find the difference between numbers
G2: 3b.1 Multiplication facts up to 5 x 5	Addition: G2: 3e.3 Use a wider range of metric units
G3: 4a.1 Mental addition of 2 two-digit numbers	Division: G3: 4e.4 Calculate fractions of quantities
G4: 4a.10 Division of two-digit nos. by single digits	Multiplication: G4: 4e.4 Multiplication and division problems
G5: 6a.4 Using equivalence of fractions (and ratios)	Fractions: G5: 7b.3 Use memory and brackets on calculator
G6: 6a.10 Convert fractions to percentages	Percents: G6: 8a.1 Standard form (integral powers of 10)
<b>The Big Bang</b>	<b>Cheers</b>
G1: 2a.2 Know and use subtraction facts up to 10	Addition: G1: 2b.1 Whole number add and subtract problems
G2: 3a.3 Know and use addition facts up to 20	Subtract: G2: 3e.2 Make estimates based on familiar units
G3: 5a.3 Multiplication of single-digit powers of 10	Mult.: G3: 4e.14 Solve multiplication and division problems
G4: 5a.3 Mental division of single-digit powers of 10	Division: G4: 5d.1 Imperial units in daily use
G5: 6a.8 Percentage changes	Percents: G5: 5d.4 Use index notation
G6: 6a.9 Convert fractions to decimals	Decimals: G6: 8b.2 Four rules of fractions

## English

### For Children 6 to 16 Years

Attainment Targets and Levels Covered	
<b>Sniper</b>	<b>Grab It</b>
G1: 4.2b.1 Simple monosyllabic words	Spelling: G1: 2.2f.1 Read a range of simple material
G2: 2.2a.1 Read & understand Signs, Labels Notices	Words: G2: 4.2c.2 Phonic cues in reading
G3: 3.3a.1 Capital letters full stops and question marks	Punct.: G3: 3.3d.3 Structures of English (Collective nouns)
G4: 2.7d.1 Retrieve information (Abbreviations etc.)	Lang. use: G4: 3.6b.2 Use of the Apostrophe
G5: 2.7e.5 Literary devices (Proverbs)	Speech: G5: 2.7c.3 Choose vocabulary
G6: 3.8c.1 Grammatical constructions (Passive Tense)	Verbs: G6: 3.7c.4 Lexical features
<b>Cover Up</b>	<b>Librarian</b>
G1: 2.1b.1 Recognise simple words (adjectives)	Adjectives: G1: 2.2c.1 Use initial letters to recognise words
G2: 2.2e.2 Respond to poems (rhyming words)	Sounds: G2: 4.2c.2 Spell a wider range of words (plurals)
G3: 3.3e.9 Masculine to feminine nouns	Nouns: G3: 3.3d.3 Appreciate links between words and sounds
G4: 4.3c.1 Awareness of word relationships (opposites)	Pairs: G4: 3.4e.2 Revise & redraft writing (descriptive words)
G5: 4.5.5a Spell words of greater complexity	Spelling: G5: 2.7e.2 Use of literary devices - Similes
G6: 2.8a.1 Lang. change over time	Lang. use: G6: 3.7c.4 Choose a wider vocabulary
<b>Word Fit</b>	<b>Cheers</b>
G1: 4.2c.1 Spelling patterns (blends)	Words: G1: 3.3e.6 Check for consistent use of comparatives
G2: 4.3c.2 Awareness of word relationships (synonyms)	Pairs: G2: 3.3e.8 Simple use of past tense
G3: 3.3a.1 Sentence structure	Verbs: G3: 2.5e.1 Word play
G4: 2.5e.3 Awareness of choice of words	Sounds: G4: 3.3e.1 Use and misuse of colloquialisms
G5: 2.5e.3 Unconventional spellings	Nouns: G5: 3.7b.2 More complex punctuation
G6: 4.5.6b Common misspellings	Spelling: G6: 3.7c.4 Poetical constructions

## Before you buy ANY educational software ASK these questions:

- Is it designed and developed in **BRITAIN** and directly linked to the **NATIONAL CURRICULUM**?
- Has it been designed to use the **POWER** of your 16 or 32-bit computer and not just converted from an existing 8-bit product?
- Does it **MOTIVATE** and **REWARD** the children?
- Is children's progress constantly **MONITORED** and **RECORDED**?
- Can it be **CUSTOMISED** to meet your child's needs?
- Do parents and teachers agree on its **QUALITY**?
- Will it **EDUCATE** your child now but also have sufficient **FLEXIBILITY** to last for several years without the need to purchase the next level?
- Are the producers **CONFIDENT** enough in its quality to let you test it yourself **FREE** - at home or in school?
- Does it **CHALLENGE** more able students but also have levels for beginners?
- Are there **CLEAR** and **OBVIOUS** educational objectives?

**If any answer is no, it's not 10 out of 10!**

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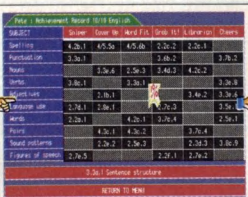
*A brief demonstration of the 10 out of 10 English package in action.*



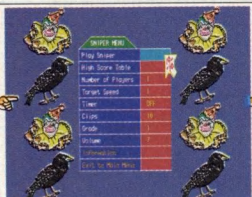
The games and menus are all mouse driven and easy to use.



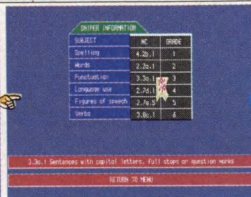
The Main menu: Start by selecting New Player.



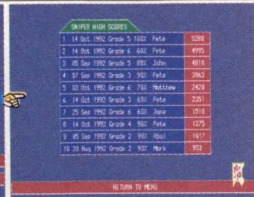
Pete's achievement chart is now set-up.



The Game Menu - Pete is ready to learn!



Each game has its own achievement summary...



... and a high score table to add to the fun!

**THE 10 out of 10 SERIES** is an innovative collection of educational software. It covers traditionally accepted educational concepts and automatically records progress in a wide range of areas - all linked to the National Curriculum.

Children learn - and are assessed - by playing cleverly devised games, each with SIX grades allowing the child to progress at his or her own rate. Where appropriate, the achievement tables show the correlation of the grades to the

National Curriculum statements. You start by entering your child's name. This automatically creates his or her blank achievement chart - the program can hold up to 64 of these (ideal for the average class or a large family).

Moving the mouse pointer around a chart you can discover exactly what a child will learn by playing a particular game at any grade. The achievement charts are automatically updated to record progress as the the six compulsive games are played.



Sniper: Rearrange the words - with correct punctuation.



Cover Up: Match all the words with their opposites.



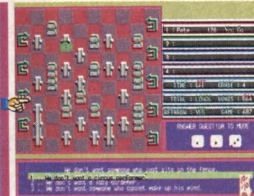
Word Fit: Fill the grid - but only use verbs!



Grab It!: There are plenty of collective nouns up for grabs!



Librarian: Sort the books, then match the adjectives.



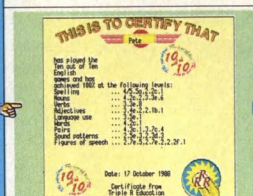
Cheers: Discover the meaning of sayings.

**THE SIX CHALLENGING GAMES** in each 10 out of 10 package are designed to be played by a child alone, with friends or with you. Each game has six grades to cover a wide age range and include practise levels where appropriate - you can easily set many options to suit ability and taste too! You can even leave the child and return later to check progress.

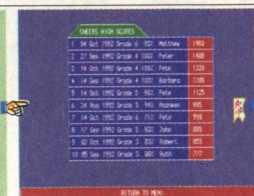
Children work their way through the six grades of each game trying to turn the achievement chart green as they go. As an illustration, the screen shots

below show a middle grade of each of the six games in the English package - suitable for children at Key Stage 2 of the National Curriculum (age about 8 to 11 years).

Remember, all the games have five other levels and many features - such as graphics and speed - can be easily customised by parents or teachers. This flexibility makes 10 out of 10 English suitable for all ages and abilities from age six to sixteen.



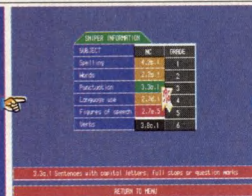
Children can print a certificate of achievement...



... and they love to see their name on the high score table!



By pressing R you can see the aim of the game at a glance.



Each game has its own achievement summary.

**MOTIVATION & ASSESSMENT** are provided in two ways: an achievement chart displays academic results and high scores show gameplay. The former records progress as the games are played:

**RED means help needed. YELLOW means practise needed. GREEN means 10 out of 10!**

Now you can see where your child is not succeeding and use the various options to customise the games to help him or her progress more quickly. Children achieving 10 out of 10 in one or more grades can print a certificate - both on-screen and printed certificates are catered for. Children using the Early Essentials package are awarded stars too!

Pete : Achievement Record 10/10 English						
SUBJECT	Sniper	Cover Up	Word Fit	Grab It!	Librarian	Cheers
Spelling	4.2b.1	4/5.5a	4/5.6b	2.2c.2	2.2c.1	
Punctuation	3.3a.1		3.6b.2			3.7b.2
Nouns		3.3e.6	2.5e.3	3.4d.3	4.2c.2	
Verbs	3.8c.1		3.3a.1			3.3e.9
Adjectives		2.1b.1			3.4e.2	3.5e.1
Language use	2.7d.1	2.8e.1		2.7c.3		3.5e.1
Words	2.2a.1		4.2c.1	3.7c.4		2.5e.1
Pairs		4.3c.1	4.3c.2		3.7c.4	
Sound patterns		2.2e.2	2.5e.3		2.3d.3	3.8c.9
Figures of speech	2.7e.5			2.2f.1	2.7e.2	
3.3e.8 Simple use of past tense						
RETURN TO MENU						

The achievement chart shows progress. By moving the pointer you can view a layman's interpretation of Curriculum numbers.

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## **John Bickerstaff bridges that gap by using his MSDOS equipped Amiga to compare the classic Amiga program**

**Superbase with the PC version of the same package.**

# BRIDGE THE SuperBase version

A list of names and addresses is usually the first application chosen by someone using a computer for business purposes. A good illustration is the database program that started out in life as Superbase, but is now called SBase Pro4 or Superbase Version 2 depending upon whether you use the Amiga or PC version.

Those of you with a knowledge of the earlier Commodore computers may remember that Superbase was first written for the PET. Later it was combined with Superscript to form Superoffice. At that time running under one program and accessing information (data) from another was comparatively new in micro

computing - but that is what Superoffice was able to do. Over a period of eight or so years Superbase has evolved, growing in size and capabilities. From a straightforward database the program now incorporates import and export facilities with control on field and record limiters enabling files from other databases to be read from and written to. It has the ability to provide detailed reports on database files. The introduction of the Superbase Programming Language enables the user to plan and create and run

applications of his/her own design. Finally a forms editor is available for form design. Data from different files can be brought into areas on the designed forms and printed out. And one of its major advantages is the ability to incorporate pictures as a part of its recordkeeping.

Whilst this evolution was taking place, programs were being written for different makes of micro computers. After 8 Bit machine coverage for the C64, Precision, the software house, produced this database for the Amiga, followed by one for PC compatible machines.

Just over a year ago Precision was taken over by SPC and the Amiga side sold to OXXI. Consequently the PC products are currently marketed separately

by SPC and the Amiga products by OXXI Inc.

### comparison

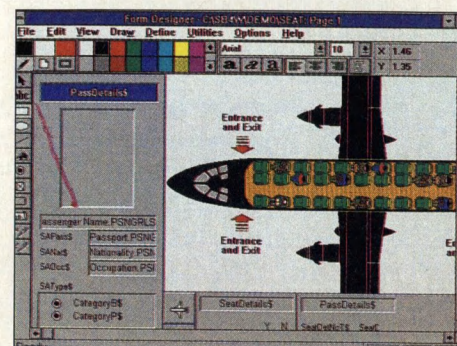
SBase Pro4 for the Amiga from OXXI has seven menu headings which include Project (for the selection of files and printing functions), Edit (for current file working with cut, copy, and paste facilities), Record (for file creating, saving, batching and external file writing or reading), Process (allowing reporting, updating, removing, reorganising, importing/exporting files plus mail merging and selective label printing), Set (to set up the system, printer, date/time, function keys and record or form viewing options),

preparation for using the mail merge facility. The relevant database must be open for a merge to take place. Alternatively, using the full screen mode, large text entries may be created for linking to databases where they are stored as external text files. Other external files for image or sound should preferably be in IFF format although data dumps produced by a sound digitiser are acceptable.

ML (Database Management Language) is based on the programming language Basic. It includes most of the standard Basic commands and functions and supplements them with many commands and functions that are specific to database management.



Superbase - MSDOS style.



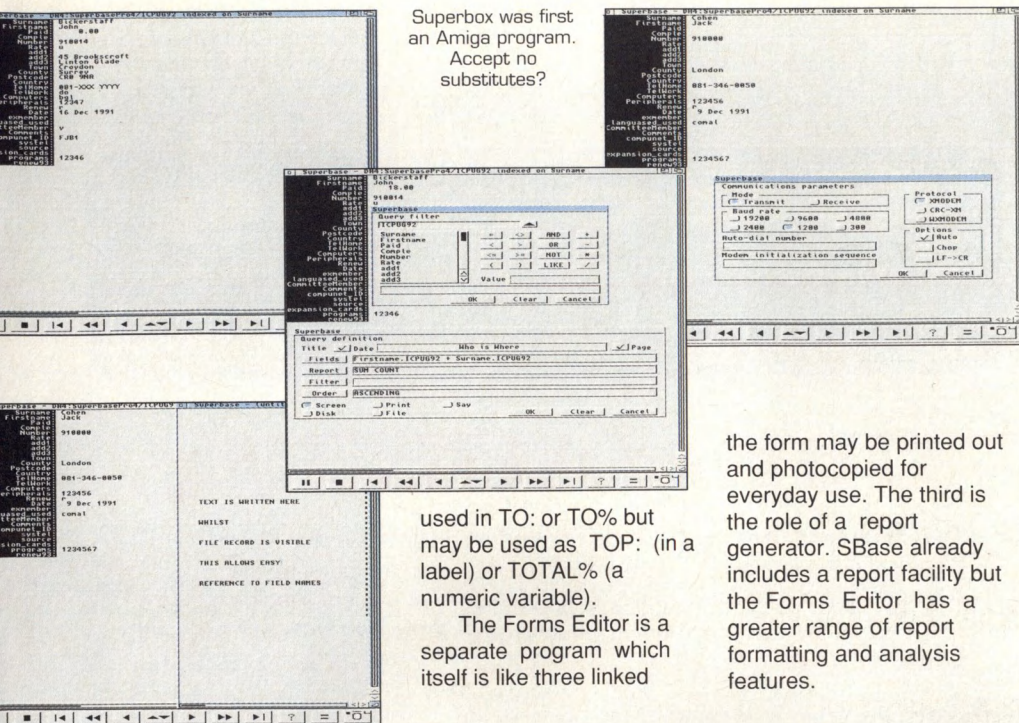
**Just over a year ago**

**Precision was taken over**

**by SPC and the Amiga side**

**sold to OXXI.**





Superbox was first an Amiga program. Accept no substitutes?

used in TO: or TO% but may be used as TOP: (in a label) or TOTAL% (a numeric variable).

The Forms Editor is a separate program which itself is like three linked

the form may be printed out and photocopied for everyday use. The third is the role of a report generator. SBase already includes a report facility but the Forms Editor has a greater range of report formatting and analysis features.

fans but not to Amiga users. Help is a manual on the disk providing immediate on screen access through an index and a search facility. Great stuff this Help. Version 2.0 supports a graphic toolbar which provides easy access to frequently used commands, such as add record, field selection, file view format (any of the three), add record, open program or file status.

The dialog editor allows visual creation of pop-up dialogue boxes which can contain drop down list boxes, radio buttons, check boxes and combo boxes as examples. These allow the creation of fully featured Windows applications. The Macro Recorder records keystrokes and information

button on a form or from a standard menu choice.

The program Editor and debug facility permits multiple programs to be held in memory at the same time. Program text can be cut and pasted from one application to another and the debug facility permits complex debugging of applications for fast creation of fully tested and robust applications.

These and other changes put the PC program ahead of that at present available for the Amiga. Maybe OXXI inc

# HAT GAP

## us Superbase

### The basic text

### editor is quite

### adequate for most

### commercial mail

### merge

### requirements.

These database commands duplicate the controls that are provided by SBase through its menus and dialogues. Once you have familiarized yourself with the SBase controls the corresponding program commands will be easy to understand. There are certain keywords and reserved words that may not be used as a variable name, a field name or a label. However reserved words may be used if they form part of a name. For example TO may not be

programs. First it acts as a front end to SBase. You can design a form around a file and then use it to display the file on screen and to permit entry of new data (which can limit the user to providing limited data i.e. access to only specific fields). More important is the way that the Forms Editor enables and simplifies relating data from different files. Fields from several files may be displayed at the same time. Second it serves as a complete design and drawing package capable of creating multiple page forms, combining colour, lines, boxes and text as you wish. A logo can be included and when complete

**There is an additional menu item, Help,**

**which will be familiar to Windows**

**fans but not to Amiga users.**

### msdos version

Superbase version 2.0 for the IBM PC and compatibles from SPC, which replaces Superbase 2.0 and 4.0, is the first Microsoft Windows based database having full client/server support. The menu facilities are similar to SBase Pro4. However, for Project read File, for add import/export, for Process read View, for Record read Data, for Set read Options and for DML read Program (which is for access to the Super Basic Language - note the new name).

There is an additional menu item, Help, which will be familiar to Windows

entered by the user when creating his or her favourite report. With this the user can produce all the program code required to apply that report as a standard option which becomes accessible from a

will provide improvements in the future to redress the balance. But in any case, there is a huge difference in price. So it might still be an advantage to consider the Amiga version. You pay your money and... **a**

## INFO

What you will have to pay:

SBase Pro4 for the Amiga costs \$299.95 (about £200.00) from OXXI Inc., P.O. Box 90309 Long Beach, CA 90809-0309, USA.

Superbase version 2.0 for the IBM PC and compatibles costs about £200.00 plus VAT for the single user version from Software Publishing Corporation, Pyramid House, Easthampstead Road, Bracknell, Berkshire RG12 1YW.



user port

The

pd

# Stakeout

## Scoring

The marks awarded to each PD disk are based purely upon their own merits and, of course, our personal views. Value for money and reliability are also taken into account as well as features and quality of the software.

## Compatibility

The PD disks reviewed in this issue were tested on an A500 with Kickstart 1.3. Please check with your PD supplier that the disks you are ordering are compatible with your Amiga. Amiga Plus, 600 or 1200 owners should be aware that roughly half of the software in the public domain will not work with Kickstart 2 or 3. Always ask first.

**Gideon Overhead reports on the latest on the low price scene.**

## PD or Shareware?

All of the freely distributable software under the rather deceiving umbrella of "public domain". Quite a lot of this software is in fact shareware. Shareware means that if you like the software, or use it regularly, the author will request a reasonable donation from £5 to £20. There is usually a note on the disk informing you if the software is shareware or regular PD. Whether or not you send a donation to the author depends totally upon your level of conscience and morals. Remember, if you send a donation to the author, you may receive an updated version of the software. Even if you don't receive an update, you will have given the author the incentive to continue contributing into the public domain.



**3 Disks  
Bus Stop Pd**

This extremely strange game stars a weird looking creature called Hugo. All the instructions are what looks to me to be in Norwegian so at first you don't what the object of the game is. To make things more frustrating the disks are full of samples, and every now and then Hugo will speak to you. As to what he is saying, only a Norwegian can tell you. The game itself is excellent. It starts by Hugo garbling something at you and then disappearing down a gold mine. You control Hugo by moving him left and right down the mine tunnels picking up the gold and avoiding the lighted sticks of dynamite that are lying around. At the bottom of the screen there is a long fuse that is alight at one end. At the other end there is a big box of dynamite. As the game progresses the fuse burns shorter and shorter, and you have to complete the level before the time runs out. Hugo is very easy to play and contains some wonderful spot effects. For example when you reach the end of one tunnel you have to decide which way you want go. If you take too long in deciding, Hugo will knock on the glass of your TV and tell you to hurry up. It is well worth the money as this game is better than some commercial releases.



**9/10**



# White Knight Technology



E&OE

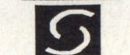
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2Mb 32-Bit RAM Fitted £ 209  
4Mb 32-Bit RAM Fitted £ 289

### G8030

**SSL B5000** 25MHz 030 + 68882  
2Mb 32-Bit RAM Fitted £ 349  
4Mb 32-Bit RAM Fitted £ 449  
8Mb 32-Bit RAM Fitted £ 639  
16Mb 32-Bit RAM Fitted £ 999

**SSL B5000** 33MHz 030 + 68882  
2Mb 32-Bit RAM Fitted £ 449  
4Mb 32-Bit RAM Fitted £ 549  
8Mb 32-Bit RAM Fitted £ 749  
16Mb 32-Bit RAM Fitted £1129

**GVP G-Force** 030 - 25MHz  
1Mb 32-Bit RAM + SCSI £ 489

**IVS Vector 2000** 25MHz 68030  
SCSI & Upto 32Mb RAM (SCSI  
& RAM Available to 68000) £ 569

**GVP G-Force** 030 - 40MHz  
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## user port

This extremely short animation was created using imagine and is based upon the star Trek World. However the author himself says that the Klingon ship

# Klingon Fire

**Richard Evans**

featured is the one from Star Trek IV however it looks to me to be one from the original series. This fits when we see the animation itself. The Klingon cruiser is chasing a Romulan ship from the original series. It all lasts about six seconds and the file size is over 600K in size, Running at thirty

frames a second it very smooth but after about six seconds you will want to switch it off. The full Pal screen is used to good effect but unfortunately the sound isn't. All you hear are a few explosion effects and that is it. I am looking

forward to seeing the next animation from Richard which I hope will be a bit more imaginative.

**6/10**

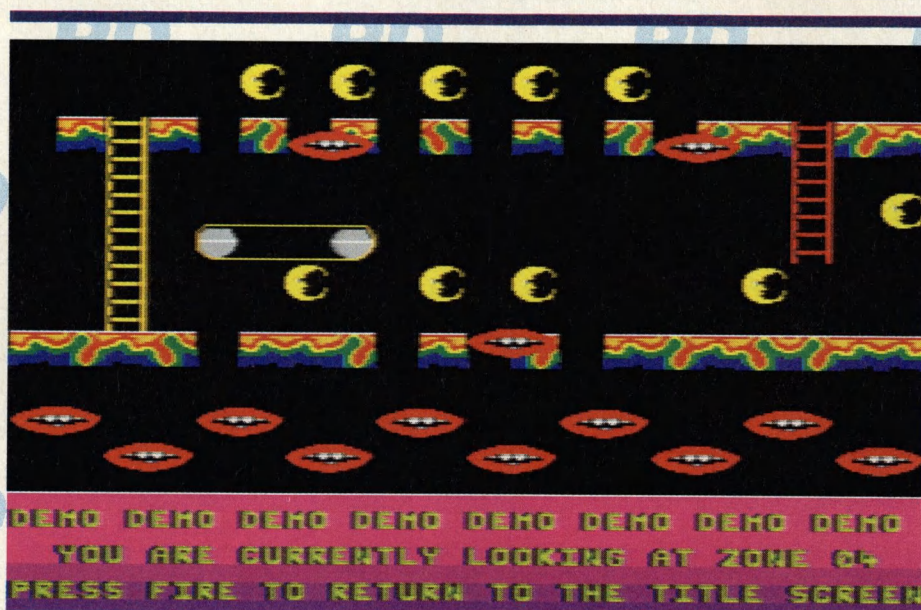
# Andromeda Point Blank

**Disk D0512  
Cynostic PD**

Great presentation, graphics, and music combine to give you a very enjoyable but also rather short megademo. After loading, you are presented with an impressive introduction sequence. This comprises of an Andromeda logo which moves into the centre of the screen and the word Andromeda is cleverly wiped over it. The first demo part to follow starts off with a standard rotating vector cube, all very ordinary and boring. However the cube then explodes into many smaller cubes which all fly off the screen except for one. This then rebounds

back towards you and then precedes to explode once again causing a perpetual loop. All very impressive. The next part is a dragon ball bouncing around the screen which has been seen before in the last Melon Megademo. The final part shows a matrix of dots that zoom in out and form the words "Dubble Trubble" but don't ask me why! A good demo for Megademo collectors, other might have seen it all before.

**6/10**



# The Mobius Strip

**Disk R0003ANV**

I am afraid there is nothing new and exiting in this platform game. You have to guide your pear shaped little man through the 25 zones, collecting the ankhs along the way. On each level there is a different type of monster to avoid. These move up and down or along the screen in predicted patterns and are easy to avoid. You may have to collect the ankhs in a certain sequence to complete a zone. You can jump and if you fall through a gap in a level, you won't die. If you then happen to land on a pyramid which you will find on some levels, you will slide down the edge of them. This game is well programmed with good collision detection, smooth moving graphics (even though they are rather uninspired), and reasonable animation. The only truly awful part is the sound. Silence most of the time with only a one channel tune when you die or move on a level.

**6/10**

# AM/FM

**Disk D0020 Cynostic PD**

AM/FM is a disk based magazine aimed at everyone who has an Amiga and is interested in music. It is released in a combined effort from contributors in the UK, Norway, Finland, and Germany. It contains a number of interesting articles plus some useful music utilities. The articles include pieces written about the death of rock music, a beginners guide to MIDI, and even a complete Pink Floyd discography. The disk is very well put together, and not released monthly but only when they have enough quality material to fill a disk which is a good idea.

**8/10**



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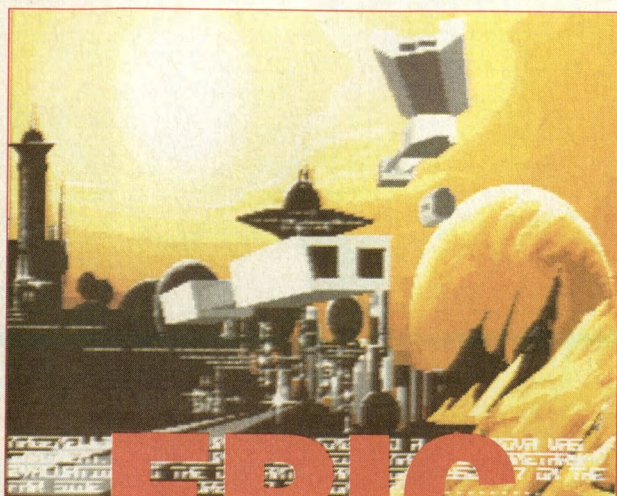
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# EPIC Space Adventure

Bus Stop PD

EPIC was one of the most hyped games of last year. It was not very good. The graphics were of poor standard and very jerky. This demo has been written by Ocean software and D.I.D. It is a promotion for EPIC and has probably resurfaced to try and rekindle some interest in the game. It features a lot of space ships flying through space and that's it really. It lasts six and a half minutes but you will probably die of boredom before the end. The graphics are very jerky and of bad quality, and it really is not a good advert for the game.

4/10

# Phenomena "JOYRIDE"

Disk D0485  
Cynostic

Although this is a multi-part demo, it is just a single file and so you will probably find it on a demo compilation disk very soon. Upon loading you are presented with variations of what everybody else has been putting in their Megademos for years. Having said this, every demo has something to offer and is slightly different. There are some nice effects in this demo. For example in one part, the screen is split into four parts and small demos are running in each corner. Other parts contain the usual vector objects and scrolly messages.

7/10

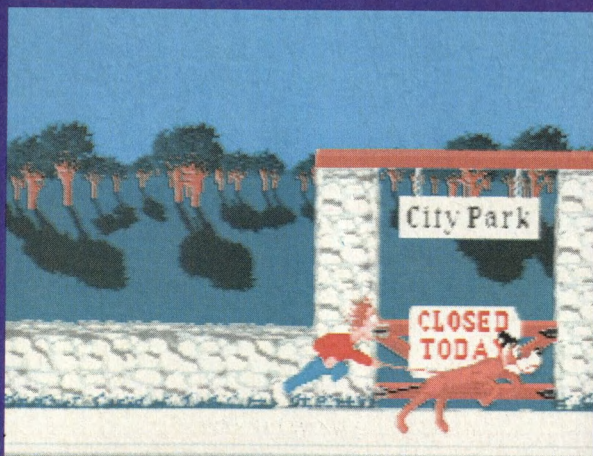
# Melon Design: Crystal

Disk D00025  
Cynostic



The first melon demo was nothing short of amazing. This Melonstration continues with that tradition and brings us more new and interesting routines. In the first Melon demo the most memorable effect was that of the Melon logo bouncing up and down on a cube. The cube wobbled like a block of jelly and the routine was impressive. This time the only difference is that the block of jelly is in the shape of a consortina but the effect is still convincing.

7/10



# GOTTA GO!

Disk PP047  
NBS

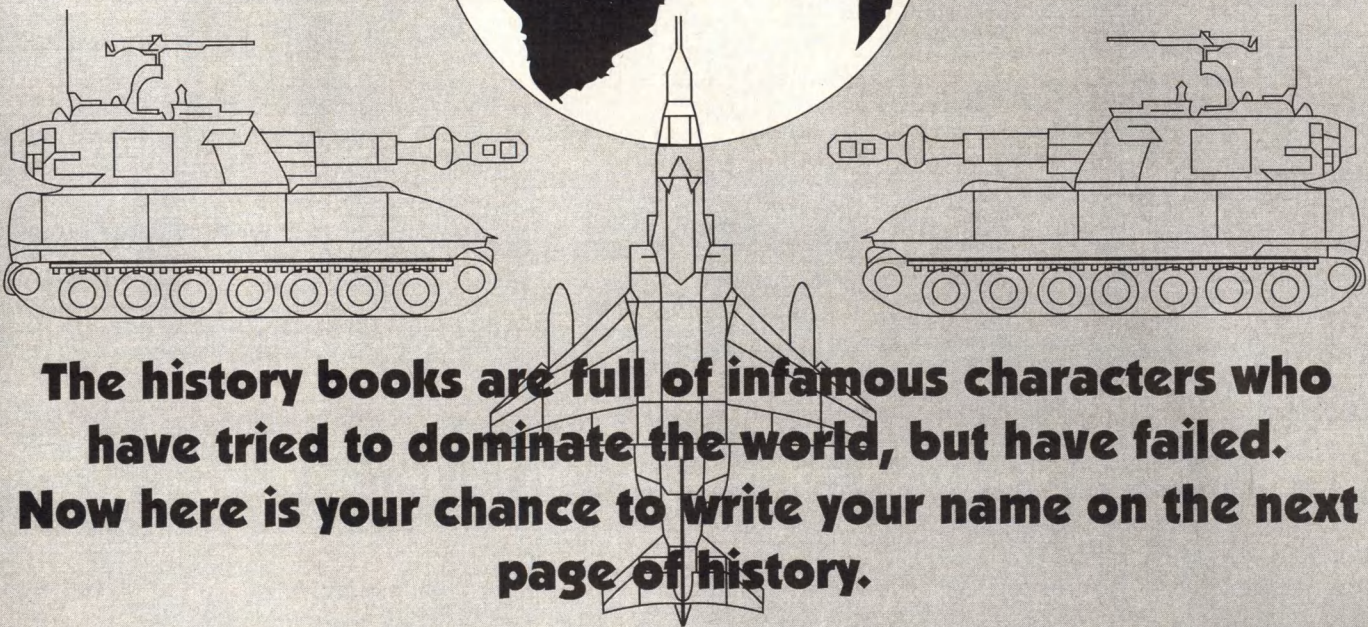
Have you ever been out walking your dog (if you own one) and suddenly finding it chasing after a cat with you frantically trying to hold onto the leash. Well some people have. But I bet your dog has never dragged you along trying to find somewhere to cock it's leg? Well the person featured in this animation has. The animation lasts over four minutes but this time could have easily been halved. The man is dragged from the left of the screen to the right, and there are long delays before we see the next screen. There is a different danger lurking on every screen and it usually involves the man crashing into it. This animation was drawn on Deluxe Paint and put together on Moviesetter and will require 1.5 megs to run.

7/10



• Quantum Software •

# GLOBAL CONFLICT



**The history books are full of infamous characters who have tried to dominate the world, but have failed. Now here is your chance to write your name on the next page of history.**

Quantum Software have developed a new game system enabling you to play against 5 other human players throughout the United Kingdom. This system is called Interactive Computer Play (I.C.P.). Although the origins of I.C.P. stem from Play By Mail, Quantum Software have taken this a step further. The game is played on your computer as in any other computer game, the difference being that in order to interact with other players all turns are saved to disk, forwarded to us for processing by our computers. All turns are on an approx fortnightly basis.

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# user port

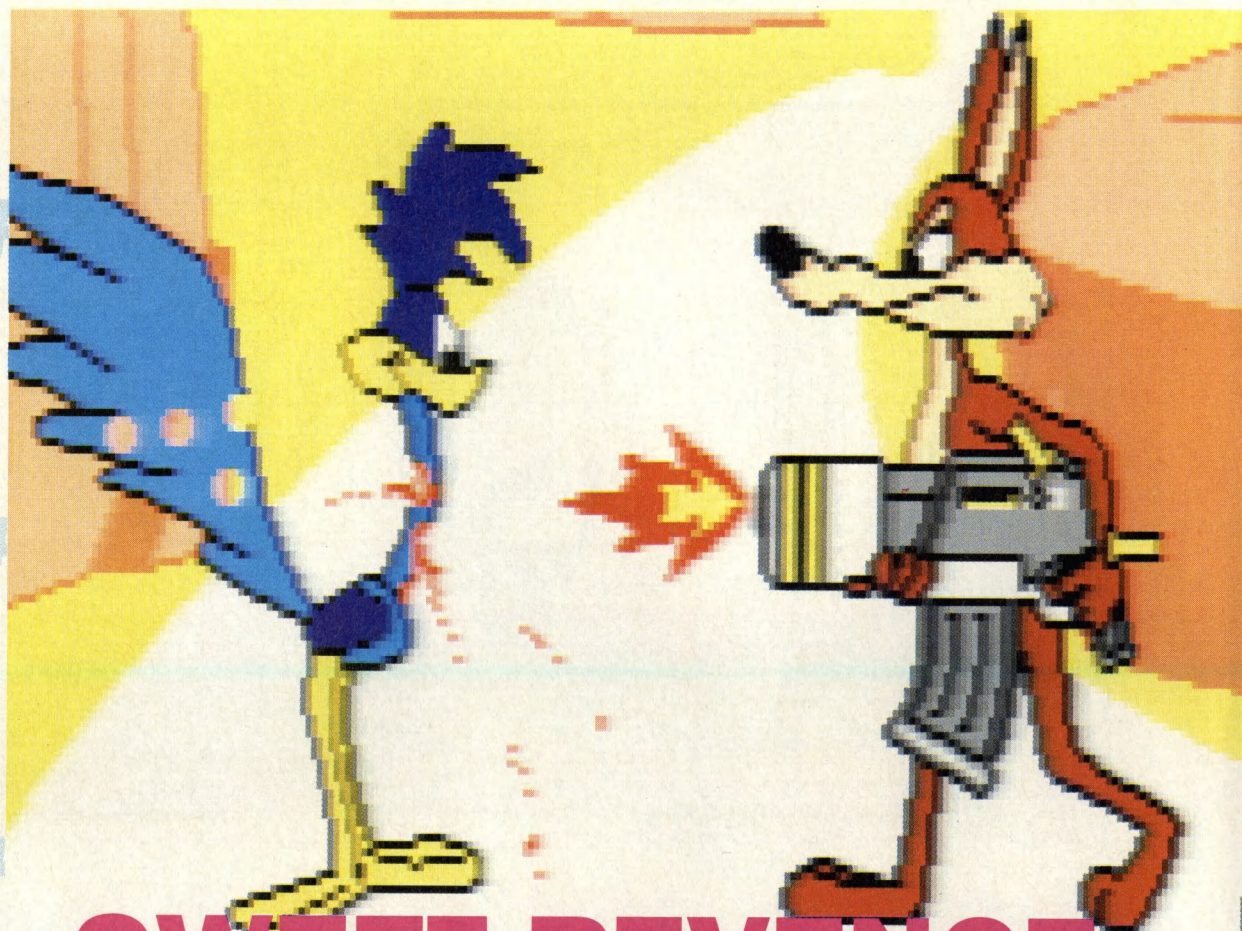
## Stakeout

# ACT OF WAR

Disk PG191  
NBS

Act of War is a futuristic strategy game that was written in Amos. It is played over a series of missions. You have three to choose from and all involve wandering around a building complex and killing something at some point. You can tell after playing the game for a while that the author is a big fan of the film Aliens. There are a few samples from the film, some of the characters names are used, and there is also a pulse rifle available for use. After you have chosen which mission you want carry out you must then arm your team. There are 15 different types of weapon available including grenades and explosives. Every one has a different value for accuracy, power, and the number of bullets there are per clip. Once you have armed your squad you can start the game. Act of War can be played by two players or against the computer. Each side is allocated a set amount of action points per turn. You can use up these points by either firing or moving. It costs 5 action points to fire an aimed shot and 3 to fire a quick shot. The only difference is that the latter may miss it's target. The author has taken a long time over this game and is fun to play. My only niggle is that even the easiest mission is quite difficult to play. But I am sure with practice I will find it easier going.

8/10



# SWEET REVENGE

Disk PP46 NBS

Have you ever watched a Road Runner cartoon and been on the side of the Coyote? Well someone has been, and has decided to create an animation about it. The story is very simple. Wile E. Coyote who has been trying for an eternity to find a way of killing Road Runner suddenly finds the answer in the shape of a machine gun. After making swiss cheese of him Wile does what usually ends up happening to him and the end of the cartoon, drops him over a cliff. This movie is very well animated with some excellent samples taken from the original cartoon.

8/10

# Cinemorph Demo 1

(1.5 Megs)  
Disk 13/A30  
NBS

This highly impressive animation was created using GVP's stand-alone morphing package CineMorph. For the few of you out there who don't know what morphing is, it is a digital effect where by you take a source and destination image, and over time blend and mix the two to turn one into the other. The animation only lasts 4 seconds but what there is is

stunning. The viewing area is very small. This is partly because it takes a long time to render a frame and partly because of memory space. The demo displays three peoples heads, and you see one head morph into the next. It works very well and looks great.

9/10



# SOLID QUAD

Disk PG165  
NBS

Why would someone call a racing game SolidQuad? Well this project was believe it or not originally a program to draw quadrilaterals. It just grew and digressed



# ENGINEERS KIT

Virus Free

This disk is designed for use by an Amiga engineer and contains twenty programs for testing out your machine. For starters there is a picture of a balloon for testing out the screen colours. Then follows a number of programs for testing out the speed of your processor. Apart from the popular Sysinfo which does a basic speed test, there is included a program which works out how many floating point calculations per second your machine can handle. It does this by timing how long it takes to draw a simple mandelbrot picture. If you think there is something wrong with your machine you may be able to find the fault by using this disk.

**7/10**

The author wrote this game to prove what could be done with Amos with a little skill. Although it is not as good as machine code he still managed to get the game to run at 50 frames per second. The presentation looks great and everything just oozes quality. In fact everything is perfect except for the game concept. It is a

into what it is today and the title was kept as it was. The game was designed to be fast, but the author had to sacrifice some smoothness to get it like this. While playing SolidQuad my brain had difficulty keeping up with what was happening on screen. It was difficult keeping the car on the road because of the slow frame rate. The basic idea is to drive through the countryside splashing through rivers and puddles and jumping over ditches and lava flows. Lava flows in the country? Where does this guy live, Hawaii? Anyway if you drive through a lava flow your car will catch fire. To put out the fire you have to drive through a puddle. This is a good first attempt at a game but it would have been better if it was a bit slower so we had time to take in what is happening.

**7/10**



## The Journey

Disk 13/A28/9  
NBS

This journey is the fractal kind and spread over two disks you will find eight pictures and three animations. When booted the program displays a few rendered fractal pictures and then an animation. The animations are restricted to a small square in the centre of the screen. But they are impressive and all show a rolling landscape of some sort. You will require 1.5 megs and two drives to run this demo.

**7/10**



## Crave

Disk 13/G17 NBS

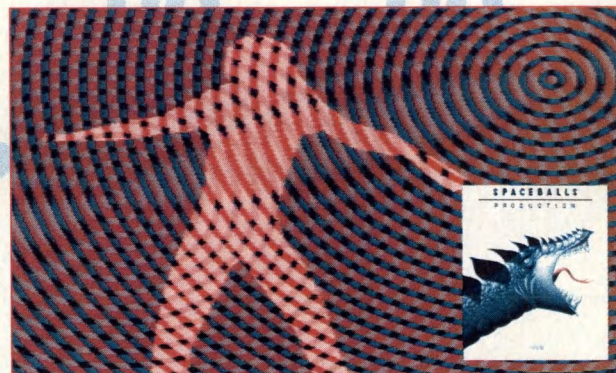
two player car vs car game. This means you have to guide your vehicle around the play area shooting at your opponent. There are a number of different track layouts to choose from but this does not make the game any more appealing. Even though the game has great graphics and sound

effects it is let down by the un-original concept. It does however do what it was designed to do. By this I mean showing what Amos can really do, and in that respect it is impressive.

**8/10**

If you have created a masterpiece and you would like it reviewed here, if you own a Public Domain company and want to contribute new and interesting PD, please don't hesitate to send it in. The address is:

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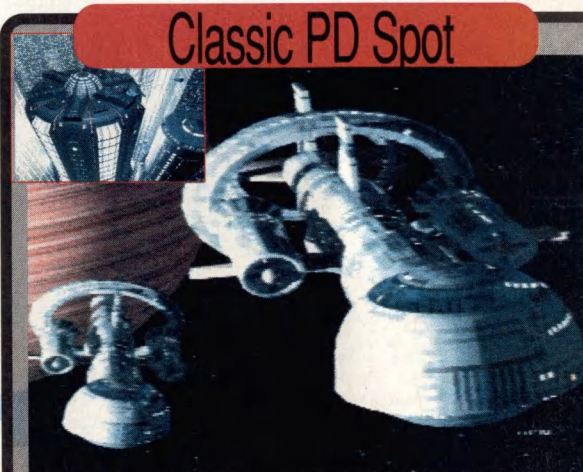
## SPACEBALLS

Express PD

This is another of those rave demos in which you will experience a lot of flashing colours and loud noises. This however does include some amazing one bit plane animations of people dancing. This may remind some people of the dancing girl animation on the Almetheria PD CD. However these animations are a lot smoother and varied.

**10/10**

## Classic PD Spot



## The fantastic Art of Tobias Richter

Disk 1130  
Virus Free

This two disk demo is a slideshow to music of some of the wonderful artwork drawn by Tobias Richter. Tobias is known for his Star Trek animations and these disks contain a number of pictures of various ships from the films. Star Trek however is not the only theme of the pictures. There are pictures here from the film Blade Runner and other films from the science fiction genre. There are fourteen pictures on two disks. They are all excellent quality and every one is in interlace Overscan HAM mode.

## Contacts for PD reviewed in this issue

NBS  
U/F6 1 Chain Lane Newport  
Isle of Wight, PO 30 5QA  
Tel: 0983 529 594

Richard Evans  
420A Thornton Road  
Thornton, Bradford  
West Yorks, BD13 3LQ

Virus Free PD  
31 Faringdon Road  
Swindon, Wiltshire SN1 5AR  
Tel: 0793 512321

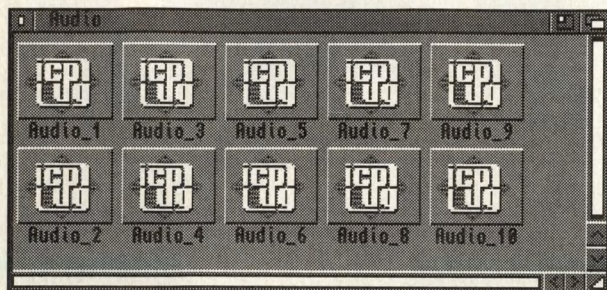
Cynostic PD  
85 Wyken Croft  
Coventry CV2 3AD  
Tel: 0203 613817

Bus Stop Pd  
5 Westbourne Road  
Marsh, Huddersfield  
HD1 4LQ

Express PD  
47 Aberdale Road  
West Knighton  
Leicester, LE2 6GD



**John Bickerstaff**  
**reviews five of the ten**  
**disks in this library**  
**section.**



## audio 1

Audio 1, contains several sample files and the program 'Sound' which enables each sample file to be played. Prompts guide your selection of speed, volume, number of repeats and sample length. This is a good introduction to Sound on the Amiga.

demonstration of a high performance synthesizer and provides a means of creating musical instruments to a precision which is difficult to match with hardware based synthesizers. IFF format is used for compatibility with other musical and sound effects products like digitizers and video managers.

## audio 2

Audio 2, This disk contains five programs. Midi is a set of simple programs to play and record through a Midi interface. Author Fred Cassirer.

## audio 4

Audio 4 is another disk containing five programs. MidiLib is a disk based library that permits sharing of the serial port by Midi applications through a Midi message routing and processing system. Midi utilities available include a monitor to display incoming messages to the console, a routing and a library status utility. Binary only. Author Bill Barton. Glib is a text screen oriented librarian and editor for synthesizers including TX81Z, DX100, DEP5, DW8000 and K-5. Authors Tim Thompson, Steve Falco and Alan Bland. MakeSn is a sound editor with which you can save your edited sounds in raw or IFF format or as C source code for use in your programs. Author Mike Posehn.

## audio 3

Audio 3, contains just one program - Synthia. This is a

## perfectsound

PerfectSound is a demonstration program with sound editor and three sample sound files. Author Anthony Wood.

## dxsynth

DXSynth is a voice filter program for the Yamaha DX series synthesizers. Voices can be transferred to and from the Amiga through a Midi interface. Author Jack Deckard,

## audio tools

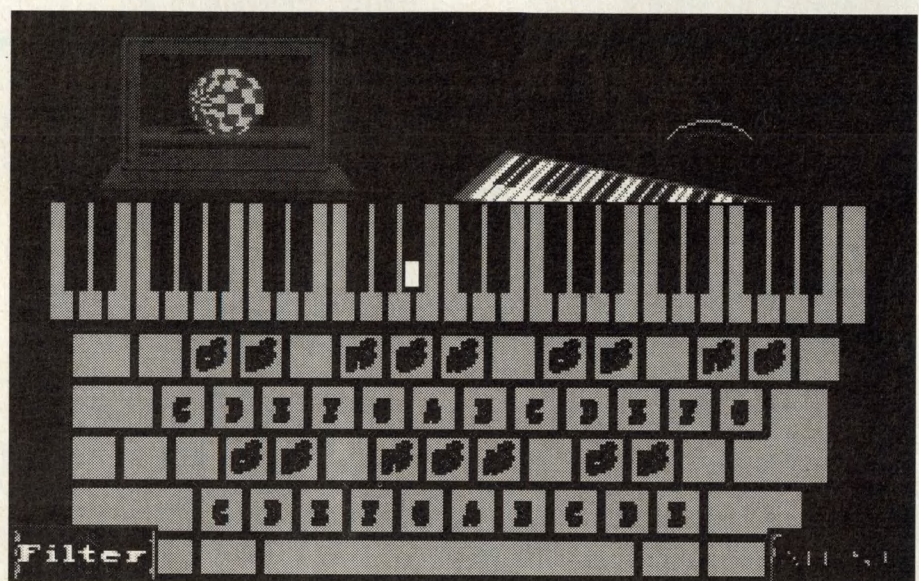
AudioTools another demo program worth listening to. Author Rob Peck.

## midisums

MIDISMUS is a program designed to Midi files to SMUS format. Author Rick Martin.

## sonixpeek

SonixPeek scans one or more Aegis Sonix files and builds a list of unique instruments used in those files. The final list can be

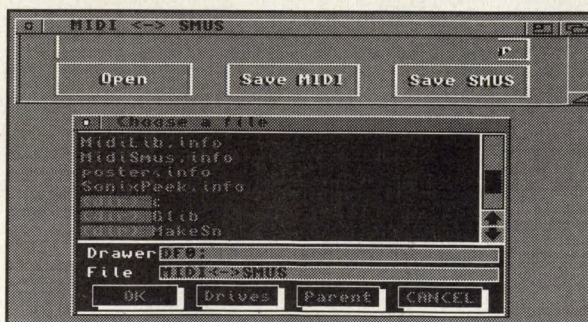


## musician 3

Musician3 is a fun program that has a graphics display to keep your attention whilst the program loads. The menu is a graphic display featuring the Amiga, a piano, a small drum set and four buttons. Selecting any one of

these instruments with the mouse will produce sound waves around that object. Relevant sounds are heard when keys are pressed - the piano is particularly realistic. Click on the HELP button first and read about the program.

The KEYS box takes you to a keyboard layout where the notes of a piano keyboard are indicated. The FILES box takes you to the load and save menu and the EXIT button is your way out. Author Victor Issa.



printed or saved in a file format. Author Eddy Carroll, ICPUG member.

from the CLI, Shell or Workbench icon. Author Richard Lee Stockton.

## audio 5

Audio 5 has seven directories. Instruments, Score and Songs are examples of instruments and sounds. Sound permits the playing of almost any sound

## mfr

MFR is a Midi file recorder which receives Midi input and records it timestamped in the standard Midi file format. Needs midi.library. Author Pete Yadlowsky.

## play 11

PLAY11 plays Sonix scores. Author Mark Riley.

## rgs

RGS is a real time digital synthesis program usable for the creation of IFF samples. Binary only. Author Howard Lowengard.

The workbench contents files were installed to run under less but this program does not work under recent workbench upgrades. Therefore use the TYPE command within CLI or Shell, if you have workbench 2 and 3.

To obtain these programs and other ICPUG library disks contact Jack A. Cohen at P.O. Box 1309, London N3 2UT for details on how to join ICPUG.



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# amiga answers

## Answer Types

### APPS

Programs etc

### VIDEO

Video related problems

### COMMS

Communications

### PROG

Programming

### OS

Operating System

### PRINT

Printer Problems

### OTHER

For anything else

## APPS

Dear aui,  
I am the proud owner of an A600 with Workbench 2.05, and I am very new to communication technology, but I am working very hard to learn more about it.

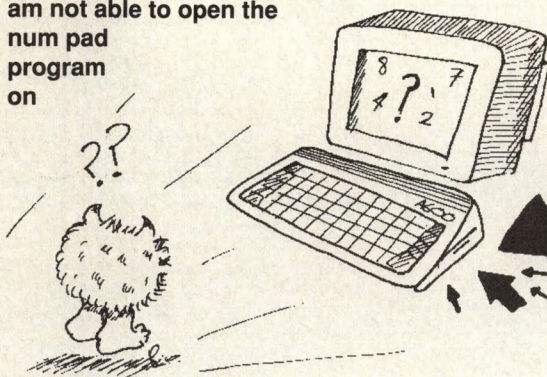
So here I come to the point, I am not able to open the num pad program on

display flash and it is installed. switch on caps lock, open a Shell window and try pressing : 890iop[kl;# ] and see what happens.

DefTool, well, you should be using the Deftool2 version for WB2.x usage. I am surprised that you cannot save the program, is your disk full or write protected? (Please only use a backup not the original Workbench disks.)

I have just copied Deftool into the Ram: disk without any

DISTINCT LACK OF NUMERIC KEYPAD!



the SuperDisk 19 nor can I save the DEFTOOL on my Workbench, and I am finding the read the instructions paragraph very difficult to understand. Please could you decipher the above into beginners language?

Luigi Matrella  
Gwent

Dear Luigi,  
The Numpad program does NOT open anything. It just gives a quick

problems so give that a try. If that works then you probably have a disk problem.

The instructions for the Superdisk, yes they are a little strange for a beginner. There are a couple of utility programs that many other programs use. One is PPmore, the others are powerpacker.library and reqtools.library. If you want to use a lot of programs that use one of these utilities then you must install them on your Workbench disk. The

quickest way is to use a directory utility such as SID, Directory Opus or you can use the Shell.

Open a shell and type  
copy from superdisk19:c/  
ppmore to Workbench2.x:c  
copy from superdisk19:libs/  
reqtools.library to  
Workbench2.x:libs  
copy from SuperDisk 19:libs/  
powerpacker.library to  
Workbench2.x:libs

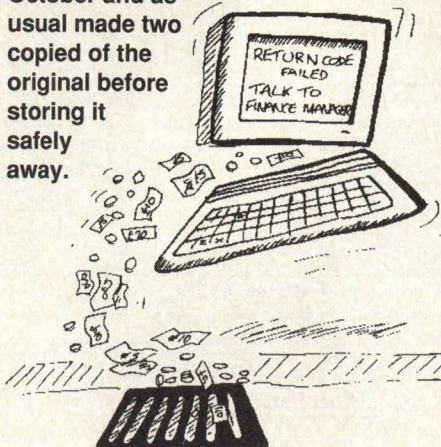
and that will install the required programs onto Workbench (assuming that you have the space to save them.)

You will then have to reboot your Amiga, once that is done the programs will be loaded as they are needed.

## APPS

Dear aui,  
I write in the hope you may be able to assist me with a problem I have recently encountered with a particular software program on my Amiga 500+.

The program in question is the Personal Finance Manager Home Finance Program supplied by MichTron. I acquired the program in October and as usual made two copied of the original before storing it safely away.



My two working copies worked perfectly until 22.12.92, when on this date I had the following brief error message appear on the Workbench screen. Date: Unknown Command Date failed return code 10. I then found that the standing orders which normally automatically update had not done so. Upon trying my other disk I discovered the same problem. Finally I booted my system with the original disk which again gave the same error message.

I must admit that my knowledge of computers at this time is virtually non-existent. After trying a few different things out to no avail I returned the original disk together with a letter explaining the problem to MichTron, who sent me a new disk by return of post but were unfortunately unable to give me a reason as to the cause.

Upon receipt of the new disk I booted up my Amiga to receive yet again the same error message. I can now only presume that I have a fault with my computer itself or I have inadvertently done something I should not have without realising it.

My Workbench disks and all other programs appear to be working correctly.

Each time I boot up with my Workbench disk my clock and date

SOB!  
SOB!



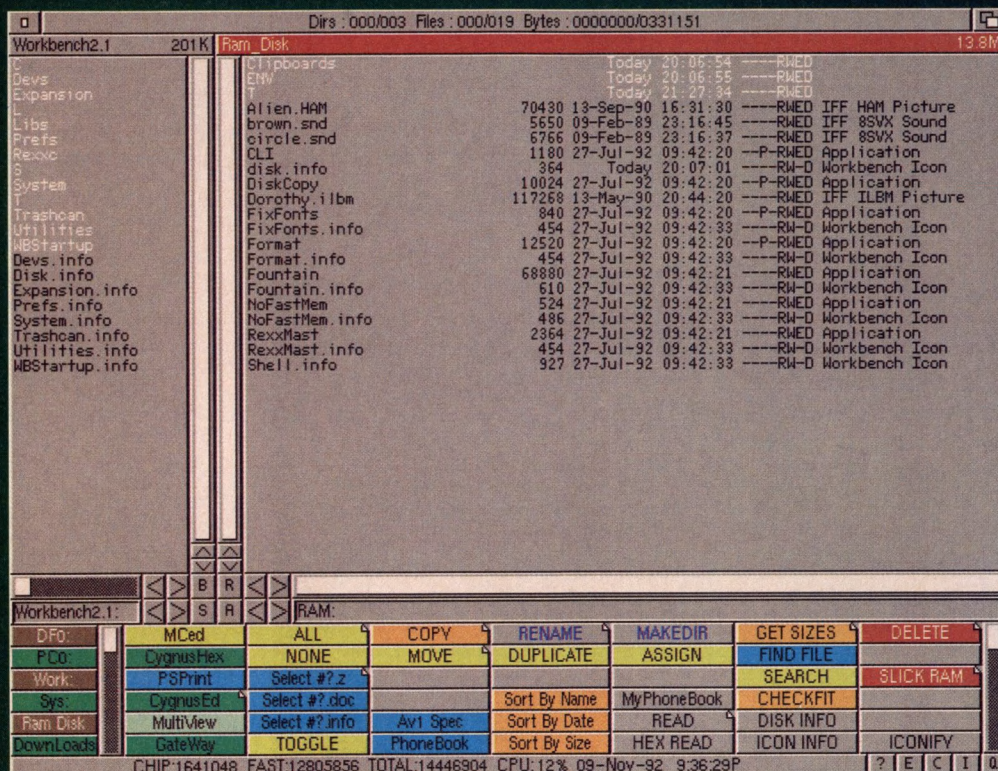
directory

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# ← amiga answers ?

are perfectly correct Please can you assist as to what may be the cause and how i can cure it?

**M. Routen**  
Lincolnshire

Dear M. Routen,  
A very odd problem this one. I'm pretty sure I know what the problem is but I am at a loss to explain how it happened.

The clue is the 'unknown command' message. Let's do a few tests to confirm the problem.

Boot up your Amiga with the normal Workbench disk that you use. Open up a SHELL window and type the following.

CD c:  
DIR

You should see a long listing scroll up the screen. Look for the word Date. If it is there all well and good. Date is the command that is used to set the date and time in various situations.

Type Date followed by return and you should get a display like this:

Sunday 17-Jan-93 14:23:45  
that verifies the working of the date command.

Put your Finance manager disk (a copy of please) and make a note of the disk name. I will assume that is called P\_F\_manager.

go back to the shell and type:  
cd P\_F\_manager:  
(note the colon)  
then type DIR

you should see a list of the files on the disk

some names will have a (dir) they are sub-directories (drawers) you should have a c (dir) listed.

type cd P\_F\_manager:c

and you should find yourself in the c directory of your P\_F\_manager disk. Type DIR and see if you can find the Date command again. I suspect that it is missing. If it is then you will need to copy the date command onto your P\_F\_manager disk.

Pop your workbench disk back in the drive (assuming that you only have one drive, this operation is much easier with two drives)

and in the shell type

copy from workbench:c/date to P\_F\_manager:c

follow the prompts for disk swapping as necessary.

That will put the date

command back onto your P\_F\_manager disk and it should start working again.

If you have modified the name of your Workbench disk, just substitute your name for the Workbench: that I have used.

## APPS

**Dear au!**  
Shortly after buying my first Amiga I bought the October 1988 issue of AUI and I haven't missed an issue since. Of course, I'm a loyal subscriber now. With all that in mind I guess you can't refuse to answer the following questions.

The mail order company HiQ Ltd is advertising CanDo V2.0 professional in AUI. To date (January 14) they seem to be the only company to have this program in stock. Will you review CanDo 2.0 soon? I use V1.5 so I may want to upgrade if CanDo has really turned professional.

Although I'm a registered user, I haven't received any upgrade information for V1.6 from Inovatronics. Is this normal? After buying V1.5 I wrote them two letters to point out that the program was rather slow (especially noticeable when using long loops) and that the standalone programs got too big. In the same letters I included a few bug reports as well. Is it possible that they hate 'that Belgian criticaster' now and have stricken me out of their user database? Before I wrote the second letter I got a few product announcement postcards and letters from them, but since I have been utterly ignored.

Another mail order company, Pheonix (page 33 in the February 93 issue) is advertising 'Can Do It V.I.G.' Is this yet another CanDo Version.?

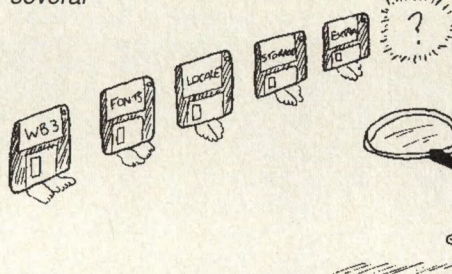
What kind of program is AmigaVision? All I know is that it's a multimedia Authoring system So I presume it's something like CanDo, but do correct me if I am wrong. I'd be very grateful if you would

review this program in AUI soon, and if it is CanDo like, it may be a good idea to compare both programs. If AmigaVision is more powerful I would probably buy it rather than upgrade to CanDo V2.0?

**Walter Verbrugge**  
Wakken  
Belgium

Dear Walter

I've annoyed several companies with bug reports and the like and they don't seem to mind. After all you are doing them a favour by helping to debug their programs. One thing I would point out is that if you include several different points in one letter it is apt to get lost in the system. If you report a bug, the person that opens the letter may pass it onto the software team, who would not bother about the other trivial (to them) content of the letter. They would just go bug hunting! Your letter might be stuck on a clipboard never to see anyone else again for months! (if ever). If you do have several



different areas to address use separate sheets for each one with you name and address on each just to be on the safe side.

As for upgrade and news, well, you are doing better than me... I can't remember getting anything at all from Inovatronics. With many major applications there is an upgrade facility, I just call the main distributor and ask. However, I may be a bit unlucky as I believe others get regular communications from them.

If you're a subscriber - very sensible - you will have received by now the March issue of AUI and seen the review of 2.0. So we've already covered that for you. And so far as we know there is no other version of CanDo than those we have covered 1.6; 2.0 etc. Can Do It VIG is not another version of CanDo, it is a CanDo type of application.

AmigaVision... well, you have made the answer to this VERY easy. You say you have not missed an issue since October 1988, if you look in February 1991 issue you will find an AUI review of AmigaVision. It is nothing like CanDo, as it has no scripting functions. Chalk and Cheese when comparing the two programs. CanDo is an application generator which is quite capable of Multimedia working, AmigaVision is Multimedia only.

## OS

**Dear au!**  
I've been looking at a lot of home computers and was impressed with the new A1200 which I purchased. I also got the magazine Amiga User International to read up on the Workbench. With ref magazine January 1993 Workbench 3 operating system, it states that this version comes with a set of six

disks, a collection of manuals AREXX, AMIGADOS and Workbench 3. With my A1200 I got only 5 disks. Users Guide Workbench 3.0, Users Guide A1200 Book. After reading your magazine I asked at the shop where I bought it and they only knew of 5 disks, so could you tell me if I am missing out somewhere along the line?

**Paul Emms**  
Suffolk

Dear Paul,  
This is not the first time that CBM have issued a slightly different disk set for one machine or the other. You have not told me which disks you have got, but I suspect that you are missing the install disk which is needed for a hard drive installation, which the A1200 does not have as standard.

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# amiga answers?

Install Disk  
Workbench Disk  
Extras Disk  
Locale Disk  
Fonts Disk

But certainly the A4000 came with six disks and Gary Fenton, who wrote the article in question was probably misinformed at that time on the number for the A1200. Our apologies we have given you a problem.

## OTHER

Dear aui,  
I would like to get some of my old C64 software (all on cassette) to run on my A1200 (which was a 500+ until I got a refund) I've a 'mega-mix sound sampler and the A64 emulator V2 which apparently runs C64 games. Here are a few

### SHOULD READ THE MANUAL THAT CAME WITH THE SAMPLER.

More generally samplers work to RAM, it's easier and faster. You can then edit and save your sample from there. Whether a sample will fit onto a floppy disk or not depends on how big the sample is!

The frequency that you sample at depends on the quality of the end result that you require. If you just need a few bleeps and squeaks then a low sample rate will do. For high quality voice then a higher sample rate is required. As a very rough guide use a sample rate of at least twice the maximum frequency that you want to sample at for good quality results.

You are going to have a real problem with the C64 transfer. Does the A64

Use a comms program on each machine and transfer data that way.

York Electronics do some Amiga-64 links, it could be that they might be able to help you. York Electronics can be contacted on 0904 610722.

## OTHER

Dear aui,  
I am interested in purchasing the A570, could you please tell me if there are any plans in the near future to release any golf software or sports software?

D.T. Beales  
Bermondsey

Dear D.T. Beales,  
It is very rare for software houses to announce future plans, as it would give their competition

an edge, so I can't say if there are any plans for such software or not.

You do not make it clear if you mean specific software for the 570 CD rom, if you do, well, it will take a fair time for software to filter onto that form of media. It will become more common, as it is an ideal system to distribute software. But until there are sufficient numbers of drives in use the uptake will be quite slow. There are over 100 titles now, and if you keep an eye on the news pages, and in the CDTV information that AUI publishes you will read of the releases.

There is certainly some sports software available already, for example CDTV Football(American style), Sensible Soccer, Ultimate Basketball, Tiebreak Tennis and The Games, an athletic simulation. So there is plenty to keep you occupied and more on the way. Why not get in touch with the Amiga CD! Users Club? (Tel: 081 671 9146) They should be able to help you keep up to date on new sports programs.



questions:  
How do you sample to ram then save to disk? If so, will it fit on a floppy disk or would I need a hard disk? What frequency do I sample at? When you gave away Audio Master II, I could not get it to work with my sampler, can it be done?

Jason Brown  
Lincolnshire

Dear Jason,  
Firstly you have given me nowhere near enough information on the sampler problem. AudioMaster works fine with most 'normal' samplers. Without meaning to be too unkind YOU

emulator have a cassette input? The 64 emulator that I have used only used disk inputs. There is NO WAY that any emulator will run commercial games software. Some smaller programs maybe, and a lot of BASIC programs will run, providing they do not call odd machine code routines.

Transferring data is another matter. There are a couple of methods of doing this. The 64 emulator and a 1541/71 disk drive is the easiest. Just save off a copy of the data onto disk and then read it into the Amiga. Another method would be to have an RS232 cartridge fitted to the C64 and connect the Amiga and C64 together with a null modem cable.

If you have  
any problems, we're here to help.

Address for your questions:  
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Greater London House  
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When writing to Amiga Answers  
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determine what your problem might be  
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brickbats.**

Dear **aii**,  
My two girls are 8 and 6 years old and are using computers at school, consequently I was under pressure to buy a home computer having looked around the retailers I finally bought an AMIGA 600, as this appeared to have the most software, educational and otherwise, opposed to the Atari ST.

As a 31 year old we didn't have computers to school, in fact we only just had calculators in my last year at school, and now that I am working I don't have time to go to night school. I would appreciate any advice on books to buy so that I may become competent with my AMIGA, from the basic understanding to hopefully programming.

PS: The 13 year old lad from next door helped me to write and print this letter, doesn't it show you up!

Dear G.S.Nuttall,  
Your wishes are our commands... Well, at least to some extent anyway. In this **aii** you will find a number of pages devoted to hard copy - books. Not all perhaps will be what you need but some of them will do exactly what you want, give

you the understanding of the fundamentals of the marvellous machine that you have bought your lucky daughters. (Very wisely you didn't go down the Atari ST road. I'm not saying that because I'm biased but because the ST, according to all the software houses, is dying and so they won't be developing much software for it. Not a position that you would want

your girls to be in after getting to know a computer. And one that isn't going to happen for quite a time to the Amiga.) There are plenty of books covered in the article in this **aii** but, of course, we can't include every one that has been published. However, one I think is very good that would fit the bill for you is Mastering Amiga Beginners from Bruce Smith Books. It's simple to understand and gives you a slow build up toward dominating the sometimes complex animal that the Amiga is.

We also intend in near future issues of **aii** to report on more books and we have a regular Hard Copy slot that covers all sorts of tomes on computing things.

You might also find very useful the new series that starts this month First Steps - we have two articles for beginners on different subjects and, of course, you probably bought March **aii** which

had a whole special section for beginners.

Yes, I know how it feels to be instructed by the kid next door! But we've all got to swallow our pride when we're starting anything!

Dear **aii**,  
I am not a regular reader to your mag .. but as I opened the pages of your Entertainment Now! section. I felt I had to write. Your reviews were harsh and quick - no in depth reviews in sight. You obviously did not take time over your work. How can you give an arcade classic like Zool 84%? Or a brill game like Putty 87%? They are both worth 95%! I also think you give readers the wrong idea about the games. It seems that you overrate some ( i.e. Shadow of the Beast III, Lotus III) and how are you able to rate games when it's not out? How eh? Stuck? And what about quality? Quantity? You only give 8 measly pages of games! And a tips page? None! The whole magazine has 98 pages!, most of these adverts. And at 2.95! Rip off!

Andrew James (age 10)  
Newcastle upon Tyne

Dear Andrew,  
First, next time you write to a magazine get someone to look at your letter for you. We all make mistakes but yours was full of them - and simple ones at that. Next, what you don't seem to understand is that all reviews of anything, except benchmark tests where products doing specific tasks are measured against each other, are personal opinions. You might think Zool is worth 94% and I might think it's boring as hell. We would be both right according to our tastes.

I don't know what you mean by reviewing a game when it's not out. There are plenty of magazines that do that - but we don't - ever.

As for the number of pages we give to games, that's not up to me but it's the policy of **aii** to give a great deal more space to other things you can do with the Amiga. There are plenty of **aii** readers according to our recent survey who would like to drop games altogether. I'm not sure they're right as I don't know any Amiga user who doesn't play games sometimes. But if you want a magazine that's just for games there are others you should buy. But if you compare the number of editorial pages to advertisements, (and you could learn how to count as well as punctuate!) which is surely what most people buy magazines for, you will find that **aii** is still the best value. And anyway, a lot of what goes into most home computer magazines is neither accurate, nor properly researched, it isn't well-written or seems anything but the childish burlings of ... well.. 10 year olds. And that ain't **aii**!

Dear **aii**,  
Well, I don't know how many of your organ's esteemed writers read The News of the Screws on Sunday, but there I was looking through the glossy mag when out popped a Dixons catalogue. Always good for a laugh I thought, let's have a look at the computer section, just to see how much cheaper the Amiga is this week. When shock, horror even, another new Amiga. Yes, it's true, and guess what? It's the same price as the A600 was. And there was good old Kelly at CBM telling us that they had dropped the price because of increased reliability.... I don't think so somehow. Just another Amiga gets released on to the unsuspecting public without any announcement whatsoever. Why do they do it?

Anyway, there is not much point of going into Dixons and asking if the tech spec is there? If anybody out there has had any dealings with the totally unprofessional bunch of spotty incompetents that are employed within the Dixons group, they would surely know that they would be more likely to be given an Amiga 4000 than get sensible answer.

From what I could glean from the catalogue, it looks like an extended A600 (yes, there is even a keypad), and has 32 bit architecture. In actual fact, it looks alot like those Acorn things that almost every school in the country has, no accident there I'm sure.

What I would really like to know is this, are we, the A500 owners, who are after all in the majority and responsible for



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# arena

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# write to reply

CONTINUED

making the Amiga as popular as it is, going to be crapped on from a great height and not even be given a sensible upgrade path at a reasonable price? I am very much in favour of progress and fully aware that R&D costs have to be recouped, but when are CBM going to start to make it an attractive proposition for home users to upgrade to their new machines. Perhaps they will not, perhaps they will wait until the Third Party manufacturers do it for them all over again.

Please CBM, what is going on? We should be told.

Yours Cynically,

Grahame Fendle,  
Basingstoke.

Dear Graham,  
You're right - and you're wrong. "Crapped on from a great height"? No, your good old A500 hasn't changed. It won't do any less than it did before. And you quite rightly make the point that you 500ers are vastly in the majority of the Amiga users in this country. BUT, time doesn't stand still. It is five years since the A500 was launched and struggled through to gain the dominant position in the home market that it holds today. Workbench 2.0 - which the A600 has - was an advance that was also incorporated in the A500Plus and, frankly, no big deal.

The new chipset and 3.0 etc plus the 68020 make the A1200 the "New Generation" as we called it. The Amiga needed it to keep pace with the accelerating progress that is being made throughout computing. So don't blame Commodore for making a jump into the future - they had too.

As for upgrading, you may - I only say may - have a point. If you were a hardware manufacturer, you would want to sell hardware. So if Commodore had made it cheap and easy to slot a bit in and give you the new generation Amiga, would you have bought its R&D costly baby? No, sir, very sensibly you wouldn't. Taking the commercial view, exactly as the Editor of this august journal predicted some time ago, the A1200 is compatible with some but by no means all software. And anyone who wants to upgrade will eventually be persuaded that they need to buy the upgrade which is the A1200 or maybe a CDTV with the new chipset, which I would do when it comes out.

You may be right and some

Third Party supplier will come along and make it even cheap and easy to upgrade existing machines. I wouldn't hold my breath waiting for them though. The architecture is different enough to make it very difficult indeed. One thing you could bet your boots on though is that you won't find it in Dixons and if you did they probably wouldn't know what it was.

Dear aui,  
I would just like to express my feelings concerning the future of the Amiga. (Do Commodore read the letters page? Do they care?) I have to explain that my head and my heart are having a serious battle at the moment.

While the arrival of the 1200 is to be welcomed I have to ask is it too little too late?

I own an Amiga 500+ with a GVP Hard Drive and a total of 4 megs memory and while content with my present set up I am looking to the future especially with CD-ROM looming up on the horizon.

This is my problem. My heart is telling me to stick with the Amiga, now that its graphic capabilities are have finally caught up with the PC's.

But my head made a serious mistake it told me to through the various PC mags out of idle curiosity and ..... Shock, Horror, Gasp, I was astounded. Here were magazines machines doing things NOW that Amiga mags are HOPING will happen.

It would appear that CD-ROMs are already becoming commonplace for the PC and 24 Bit graphics are attainable at quite a reasonable price. Opalvision can give 24 Bit graphics, granted, but will cost you £800! On the PC you can get 24 Bit graphic cards for as little as £300 (i.e. The Magician)

In the past games have pushed the Amiga to ever greater heights but today it seems that games are about to do the same for the PC! Is the PC going to be the games machine of tomorrow? Or, more importantly, is it going to be the business AND leisure machine of

the future? My heart hopes not.

The 2200/2400 or its equivalent is needed NOW if Commodore are not to be squeezed out completely by, on one hand, the games machines, Sega, Nintendo etc, and on the other hand, the 'serious' machines such as the PCs.

Come on Commodore, let me know, do I follow my heart and waste my time waiting for you to release such a machine, or do I follow my head and go out and buy a PC?

Ian Sloan,  
Aintree, Liverpool.

Dear Ian,  
Life sometimes, only sometimes, lets us go where heart and head lead. The PC is making substantial inroads into where the Amiga might go. Games are an area where it never used to go and now it challenges the Amiga. People are buying the PC for home use which means that it is intended to be a serious and leisure machine but all is not lost for the Amiga - not by a long way.

The PC like the Amiga is in a transitional stage. It's not going to stay the same as it is now, it couldn't. It is, even in the hands of very clever programmers, a yet more antiquated system than the Amiga. What is being done on it is in spite of not because of its capabilities.

Yes, because of its power in the USA, many games companies are producing games first for the PC. But that is not where the future is. As this magazine has said many times, CDs are where the computing world is moving - for all sorts of reasons. The Amiga will, every hint from Commodore indicates, have that too. and what it will also have is a very much better operating system than MSDOS - ask Mike Nelson or Andy Eskelson sometime for the technical reasons why. And do not think the A1200 is the last word - you should know that from the very brief stay of the 600 as CBM's lead low level machine. WB 4.0 is on the horizon and that should answer a lot of your headaches. The only thing to worry about is that the advance of technology, Amiga as well as all the other computers, is moving so fast that software companies may

well not want to spend their time or money on creating high quality stuff for minority machines. (See the Atari ST mention in the first letter this month.) But that is unlikely to happen with the Amiga precisely because of people like you who have taken the computer seriously, upgraded and used it happily and successfully. You and the millions of loyal others like you are not going to go away quickly providing Commodore keep on driving the Amiga technology forward - and supporting the software houses that are doing the same. (Ah, but that may be another story!). Because the Amiga, certainly in its newer forms, is still a superior machine. Which means simply that what you can do with it, you will not be able to do with PCs, at least not in the foreseeable future.

Dear aui,  
I really like your new magazine Amiga CD! In fact after reading it, I went out and bought a CDTV. In the store they also had Philips CDI and I don't think they knew the difference. If it hadn't been for the information that you put in Amiga CD! I don't think I would have been able to understand anything - they certainly didn't!

Your magazine is the only one really supporting the CDTV. I've been a longtime aui reader and I remember you doing the same for the Amiga before anyone else would give it the time of day. Keep up the good work and don't let the ignorant bastards get you down.

Tony Dalton  
Derby

Dear Tony,  
Glad you liked Amiga CD! Yes, we have run special supplements before but this is a real magazine. aui started in the same way in a magazine which you might remember called Commodore Computing International. Can history repeat itself?

Anyway, I think CD technology is unstoppable even by the ignorant bastards as you call them.

Dear aui,  
Thanks for the awesome mag, there are no competitors at all!!!  
Never mind typing mistakes, so long as you get your articles (and Coverdisks!) out to the world of Amiga freaks, we don't run on Coca-Cola alone.

I wrote this letter just five minutes after reading Giuseppe Di Maio's letter in the January 93 issue of aui. The reason for writing this letter is the same as Giuseppe's; no coverdisk!

Instead there was a white sticker with fairly the same message (Overseas copies...bla...bla...no coverdisk...). Therefore I beg of you; PLEASE send me a copy of the January 93 issue Coverdisk,



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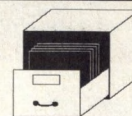
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# write to reply

CONTINUED

it would be of great value to me.

As for your explanation of the possible reason for removing the cover mounted disk; I don't think the disk has been removed in order to reduce the price, because the price has not been reduced. Compared to the one of the previous issues (which had disk attached to the cover), the price has increased by half a pound and it did already cost £6.50

Best Wishes,  
Thomas Christensen,  
Lyngby, Denmark.

Dear Thomas,  
Once again we are sorry that you haven't received the magazine intact. We do assure you that we wouldn't want you to go without so we are sending you a copy of our January Coverdisk. By the time you read this in the magazine, we hope you will have received it.

Our problem - or rather yours - is that we have no control over what happens to the magazine when it leaves us. (And no, we thank you for not saying we don't have much control BEFORE it leaves us either! Ah! Those spelling mistakes!). We produce, with some considerable effort a disk that we think and hope you will like and supply it to people who duplicate many thousands for us who supply it to people who stick it on the cover of the magazine who supply it to the binders who join the whole magazine together who supply it to the distributors who supply it to wholesalers who supply it to retailers who supply it to...

So you see it goes through quite a chain after leaving us. At any point, any single magazine may suffer any number of rapes or pillages leaving it diskless. The fact that so many disks get through at all seems to me something of a miracle - though if you don't get yours that's no doubt very little consolation.

As for the price, it has gone up but only by 30p not 50p - which, I am told, considering the rise in prices over the nearly two years since the last price increase, is not excessive.

Thanks for the compliments, they are always welcome in this rough and sometimes unappreciative world. One moment everything appears to be going okay, and then someone or something that you thought was reliable, suddenly turns on you. Too many people pick on the

negative side and lose sight of the good things. So to read your comments gives us that warm, loved feeling! Thanks. (And we believe too that we haven't any competition - they seem to be living in a less creative and more childish Amiga world.) And we'll try to keep up the work that you like.

Dear aui,  
I would be intensely grateful if you would print this letter in full or in part within the pages of your magazine.

I run a small PD library which was originally put together for my own users group after feeling 'ripped off' by some of the larger PD libraries in this country. By ripped off I mean between 12 of us we have; received virus infected disks, programs without docs, disks that were only 15% full, shareware disks with the authors details erased, had cheques cashed with no goods sent and been charged exorbitant prices (How anyone can justify £3.00 per disk is a mystery to me) The list of grievances is endless. However rather than just sit back and slowly steam about this, I decided to put together the kind of library that I personally would use.

This however brings me to the reason I am writing to you. Before Christmas I was looking to the possibility expanding into a bigger market and bearing this in mind my partner and I contacted over 200 user groups throughout Britain and Europe asking them if the agreed with our general findings about the PD industry and what they would like to see in the way of the PD library. The returning answers made interesting reading. Like my own group I found a great deal of dissatisfaction within these clubs and some excellent suggestions but throughout one service was asked for more than any other. A user group contact or liason area.

With this in mind we are now compiling what we hope will be a comprehensive of any and all user groups, together with any other interested commercial listings. The final compilation will be a database format and released as PD under the title A.U.G.I.R. or more formally The Amiga User Group International

Register. We are particularly looking for groups outside of Europe.

Entry for all user groups will be totally free, for commercial listing however there will be a one of listing of £5.00.

Information we require:

1. A contact name and address for each group.
2. Level of acceptance. i.e. Learners welcome, Elite only etc.
3. BB's information. i.e. Baud rate, fees, times etc.
4. Number of members
5. Particular interest. i.e. demo coding, Swappers, DTP, etc.

We regret that at this time listings of individual user cannot be entered in this compilation, with approaching over 4 million Amiga users worldwide even if only a fraction registered we could be typing now until next New Year.

Any group that wishes to register should contact the address below.

Bob Powell,  
A.U.G.I.R.  
Computer & Design Services,  
Dept PD,  
24 Blackmoor Croft,  
Tile Cross,  
Birmingham, B33 0PE.  
ENGLAND.

Dear Bob,  
Glad to be of help by printing your details for anyone who wants to contact you. There is certainly a view that says that the more that Amiga users get together the better it is. Which is, of course, the reason for such groups as ICPUG whose meeting points we sometimes list in aui.

Dear aui,  
Hey there, I thought my life as I knew it, ended in the newsstand just down the street.

It was the tenth of December and I felt it was about time to read a new aui. As always, I take a quick look on the shelf on which aui should be there. Not on the first, not on the second, not even on the third of the month.

So, I asked the man behind the counter, 'What's up doc, what happened? Did the plane with the aui's for Belgium somewhere near Dover or what?!' He phoned the distributor who said that, and get

yourself a grip now folks 'aii doesn't exist any longer!' Yes my heart skipped a few beats too.

After fainting and coming round again, I phoned aui headquarters and found out that this nsty nailbiting gossip is not true. Thank you very much, Sir! He would better have become a politician instead of a distributor. Lies, lies, lies,.... You can believe that my subscription is on the way.

Now, if anyone world wide could provide me with software so I can sail or navigate on my 500+ with my 52Mbyte harddisk and another 3Megs under the keyboard, I would be much obliged. Anything is welcomed from the regatta situations of The America's Cup through coastal or astronaviagtion. I just can't find this sort of software for my machine. I know that there's enough of it on these stupid machines they call IBM-compatibles. Well I just won't buy such terrible machine!

You can find my address and phone number underneath. Don't worry about timezone differences, There's an answering machine connected on my phone. Thanks for the good information in the past aui. Keep up the good work.

Simon Dirk,  
Van Geertstraat 16,  
2018 ANTWERPEN,  
BELGIUM  
0032 3/272 12 36

Dear Simon,  
It used to be said that there were lies, damned lies and statistics (especially our government's ones!) but now it appears that you have found a new home for the quotation. As, to use another quote, Mark Twain said on reading his obituary in the press, reports of our death have been somewhat exaggerated. Although perhaps he was right, maybe aui is just a figment of your - and my - imagination! Maybe it never existed. And maybe the Amiga doesn't either. Nor Belgium. Nor the U.K. or the Europe and the world...and...Don't carry me away, I'm talking...put me down...put me down...

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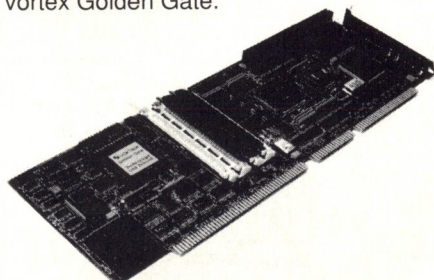
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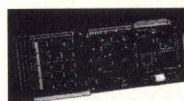


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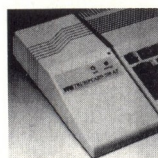
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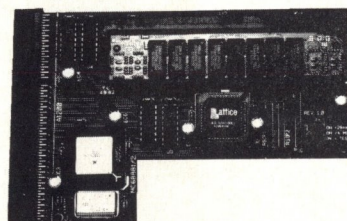
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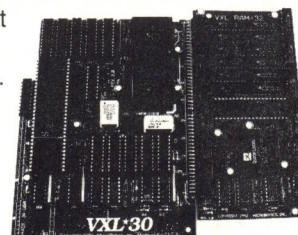
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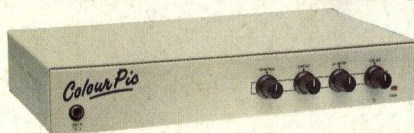
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- \* SuperPic can be upgraded to SuperPic AniMate.
- \* SuperPic has its own built-in genlock for combining computer generated graphics with a video picture - ideal for titling.
- \* SuperPic allows you to switch between Amiga display, framestore and video outputs on your standard RGB monitor at the touch of a button.
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ColourPic Plus RRP £699 inc VAT

## AniMate

AniMate, for ColourPic and SuperPic, adds a whole new dimension to video digitising - colour animation. The complete AniMate package upgrades the digitiser to 512K RAM using a special RAM expansion card with time marker control logic and includes control software and manual. AniMate provides a simple and complete method of producing short sequence colour animated images on an Amiga, where the images come from live video such as a camera or a VCR. Simply point a camera at a moving object, select ANIM RECORD/SEQUENCE and press the space bar to capture a series of real life movements.

- \* ANIM SET options include frame delay and first field hold off.
- \* ANIM RECORD options include sequence record and single step record.
- \* Select ANIM PLAY/CYCLE and the recorded sequence is repeated.
- \* ANIM PLAY options include sequence, single step, mouse scroll, cycle and ping-pong.
- \* Sequences recorded from a VCR may be joined together to produce ANIM files.
- \* The interval between recorded fields can be set at any number of fields.
- \* The individual fields of an animation may be examined by using the up/down movement of a joystick.
- \* Fields from an animation sequence may be converted to standard Amiga IFF format and then built into an ANIM format file for replay.

Upgrade your ColourPic or SuperPic for £150 inc VAT

## Cabaret

**CABARET** the image processing package shipped with ColourPic and SuperPic provides image import facilities together with colour and monochrome image processing functions to modify existing pictures. Cabaret has a wide range of filter and masking options to enhance pictures and produce interesting effects.

- \* Cabaret will import and display HAM, EHB, 32, 16, 8 and 4 colour pictures plus Monochrome and Threshold images in normal and overscan modes.
- \* Cabaret will SAVE and LOAD images in standard IFF format, plus a wide range of other formats including TARGA and AIM.
- \* Cabaret will produce X & Y flips, mirror images, multiple images, magnified parts of an image and control colour balance, contrast and brightness.
- \* Cabaret works on all Amigas with 1 MByte or more of memory.

**CABARET PLUS** software, which needs 3 MByte of memory to make full use of all facilities, has all the features of Cabaret - PLUS

- \* Extra filters including Uniform, Kuwahara, Posterize, Median and Gamma.
- \* New features including Emboss, Dropshadow and Combine.
- \* Interlace and hi-res modes AND Save in 24-bit IFF!

For the user with less than 3 MByte of memory the Cabaret functions may be used without the 'Plus' features.

Cabaret RRP £29.95 inc VAT Cabaret Plus RRP £89.95 inc VAT

ColourPic, SuperPic and ColourPic Plus are available from selected dealers or direct from JCL.

### \*\* GOLD DEALERS AND STOCKISTS!! \*\*

Trilogic  
253 New Works Road  
Low Moor  
Bradford  
BD12 0QP  
Tel: 0274 691115

Computer Care South Ltd  
499 Oxford Road  
Reading  
Berkshire  
RG3 1HQ  
Tel: 0734 393615

Gordon Harwood Computers  
New Street  
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Derbyshire  
DE5 7BP  
Tel: 0773 836781

Ultima  
First Floor  
White Lion Walk  
Guildford  
Surrey, GU1 3DW  
Tel: 0483 506939

Videoquip  
5 Fosse Road South  
Leicester  
LE3 0LP  
Tel: 0533 558818

Silica Systems  
1-4 The Mews  
Hatherley Road  
Sidcup  
Kent, DA14 4DX  
Tel: 081 302 8811



### About our framestore. . .

All of JCL's video digitisers can grab a frame from a live video source in 1/25th of a second using a 64,000 colour framestore which is constantly digitising the incoming picture in real-time. The framestore displays a picture of such high quality that you may suspect you are looking at a straight through connection from the video input, but don't be deceived, this is a digital picture, just press the Z key to see it freeze! The framestore's 64,000 colour palette can be used to display previously digitised images stored on a disk as well as show Sculpt (and other) images in a much wider range of colours than the Amiga's HAM mode. The effect is stunning!

For your free show disk of pictures:-  
Contact Carolyn on 0892 518181.



**JCL BUSINESS SYSTEMS LTD.**

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